Wing IDE Personal Reference Manual

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Introduction

Thanks for choosing Wingware's Wing IDE Personal! This manual will help you get started and serves as a reference for the entire feature set of this product.

The manual is organized by major functional area of Wing IDE, including source code editor, project manager, and debugger. Several appendices document the entire command set, provide pointers to resources and tips for Wing and Python users, and list the full software license.

The rest of this chapter describes how to install and start using Wing IDE Personal. If you hate reading manuals, you should be able to get started by reading this chapter only, or try the quick start guide or tutorial.

> ***Note***
>
> **Key Concepts**
>
> Throughout this manual, key concepts, important notes, and non-obvious features are highlighted in the same way as this paragraph. If you are skimming only, look for these marks.

1.1. Product Levels

This manual is for the Wing IDE Personal product level of the Wing IDE product line, which currently includes Wing IDE Professional, Wing IDE Personal, and Wing IDE 101.

Wing IDE Professional is the full-featured Wing IDE product, and may be licensed for commercial or non-commercial uses. Wing IDE Personal is for non-commercial use only and contains a subset of the features found in Wing IDE Professional. Both products are commercial products for sale from our website; Wing IDE Personal is not a free download.

Wing IDE 101 is a heavily scaled back IDE that was designed for teaching entry level computer science courses. It is free to download and use for educational and personal use.

Wing IDE Professional, Wing IDE Personal, and Wing IDE 101 are independent products and may be installed at the same time on your system without interfering with each other.

For a list of features in each product level, please refer to http://wingware.com/wingide/features.

1.2. Licenses

Wing IDE requires a separate license for each developer working with the product. For the full license text, see the Software License.

License Activation

To run for more than 10 minutes, Wing IDE requires activation of a time-limited trial or permanent purchased license. Time-limited trials last for 10 days and can be renewed two times, for a total or 30 days.

An activation ties the license to the machine through a series of checks of the hardware connected to the system. This information is never transmitted over the internet. Instead an SHA hash of some of the values is passed back and forth so that the machine will be identifiable without us knowing anything specific about it.

The machine identity metrics used for activation are designed to be forgiving so that replacing parts of your machine's hardware or upgrading the machine will usually not require another activation. By the same token, activating multiple times on the same machine (for example if the activation file is lost) usually does not increase your activation count.

Licenses come with ten activations per year by default and additional activations can be obtained from the self-serve license manager or by emailing sales at wingware.com. As a fall-back in cases of emergency where we cannot be contacted and you don't have an activation, Wing IDE will run for 10 minutes at a time without any license at all, or a trial license can be used until any license problem is resolved.

See Installing Your License for more information on obtaining and activating licenses.

1.3. Supported Platforms

This version of Wing IDE is available for Microsoft Windows, Linux, and Mac OS X.

Microsoft Windows

Wing IDE supports Windows XP, 2003 Server, Vista, Windows 7, and Windows 8 for Intel processors. Earlier versions of Windows are not supported and will not work.

Linux/Intel

Wing IDE runs on Linux versions with glibc version 2.6 or later (such as Ubuntu 10+, RHEL 6.4+, and Debian 5.0+).

Mac OS X

Wing IDE runs on Mac OS X 10.6+ as a native application.

1.4. Supported Python versions

Wing supports CPython 2.5 through 3.4, Stackless Python 2.5 through 3.2, and cygwin Python 2.5 through 2.7. Wing can also be used with PyPy, IronPython, and Jython, but the debugger will not work with these implementations of Python.

Wing's debugger is pre-built for each of these versions of Python with and without **--with-pydebug**. Both 32-bit and 64-bit compilations are supported. CPython **--with-framework** builds are also supported on OS X. If necessary, it is possible for customers to compile Wing's debugger against other custom versions of Python.

Before installing Wing, you may need to download Python and install it if you do not already have it on your machine.

On Windows, Python must be installed using one of the installers from the python.org (or by building from source if desired).

On Linux, most distributions come with Python. Installing Python is usually only necessary on a custom-built Linux installation.

On OS X, an Python built by Apple is installed by default. Other Python versions are available from python.org and from MacPorts, Fink, or Homebrew

1.5. Technical Support

If you have problems installing or using Wing IDE, please submit a bug report or feedback using the **Submit Bug Report** or **Submit Feedback** items in Wing IDE's **Help** menu.

Wingware Technical Support can also be contacted by email at support at wingware.com, or online at http://wingware.com/support.

Bug reports can also be sent by email to bugs at wingware.com. Please include your OS and product version number and details of the problem with each report.

If you are submitting a bug report via email, see Obtaining Diagnostic Output for more information on how to capture a log of Wing IDE and debug process internals. Whenever possible, these should be included with email-based bug reports.

1.6. Prerequisites for Installation

To run Wing IDE, you will need to obtain and install the following, if not already on your system:

- A downloaded copy of Wing IDE

- A supported version of Python
- A working TCP/IP network configuration (for the debugger; no outside access to the internet is required)

1.7. Installing

Before installing Wing IDE, be sure that you have installed the necessary prerequisites. If you are upgrading from a previous version, see Upgrading first.

Note: The installation location for Wing IDE is referred to as **WINGHOME**. On OS X this is the **Contents/MacOS** directory within Wing's **.app** folder.

Windows

Install Wing IDE by running the downloaded executable. Wing's files are installed by default in **C:\Program Files\Wing IDE Personal 5.0**, but this location may be modified during installation. Wing will also create a User Settings Directory in the location appropriate for your version of Windows. This is used to store preferences and other settings.

The Windows installer supports a **/silent** command line option that uses the default options, including removing any prior install of version 5.0 of Wing IDE. If a prior install is removed, a dialog with a progress bar will appear. You can also use a **/dir=<dir name>** option to specify an alternate installation directory.

Linux (glibc 2.2+)

Use the RPM, Debian package, or tar file installer as appropriate for your system type. Installation from packages is at **/usr/lib/wingide-personal5** or at the selected location when installing from the tar file. Wing will also create a User Settings Directory in **~/.wingpersonal5**, which is used to store preferences and other settings.

For more information, see the Linux installation details.

Mac OS X 10.5+

On OS X, Wing is installed simply by opening the distributed disk image and dragging to the Applications folder, and optionally from there to the task bar.

1.8. Running the IDE

For a quick introduction to Wing's features, refer to the Wing IDE Quickstart Guide. For a more gentle in-depth start, see the Wing IDE Tutorial.

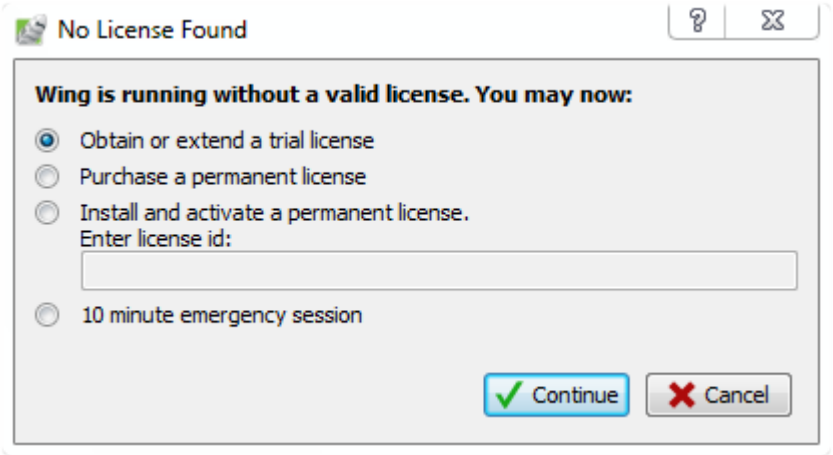
On Windows, start Wing IDE from the Program group of the Start menu. You can also start Wing from the command line with **wing-personal.exe** (located inside the Wing IDE installation directory).

On Linux/Unix, just execute **wing-personal5.0** (or **wing-personal** located inside the Wing IDE installation directory).

On Mac OS X, start Wing IDE by double clicking on the app folder or from the command line using **Contents/MacOS/wing** inside the Wing IDE app folder.

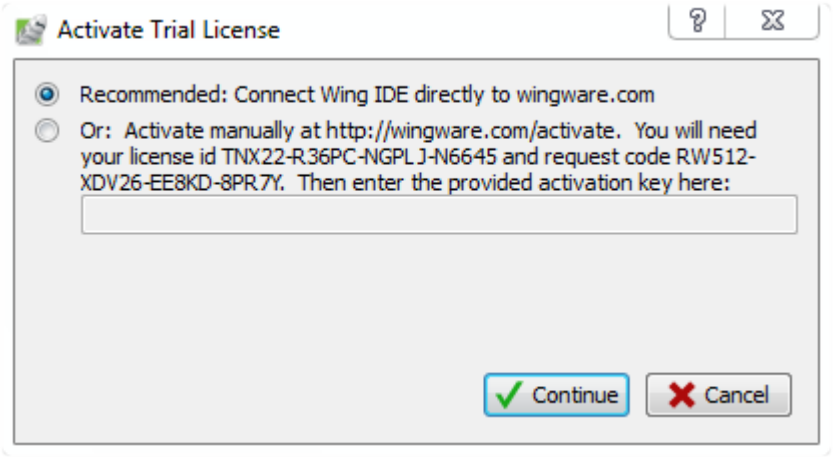
1.9. Installing your License

Wing IDE requires a time-limited trial or permanent license and the license needs to be activated on each machine (see the Licenses section for general information). When Wing IDE is first started, you can obtain a trial licence, purchase a permanent license, install & activate a permanent license, or use Wing for up to 10 minutes without any license:


No License Found
Wing is running without a valid license. You may now:
Obtain or extend a trial license
Purchase a permanent license
Install and activate a permanent license.
Enter license id:
10 minute emergency session
Continue
Cancel

Trial Licenses

Trial licenses allow evaluation of Wing IDE for 10 days, with an option to extend the evaluation twice for up to 30 days total (or more on request). The most convenient way to obtain a trial license is to ask Wing IDE to connect directly to **wingware.com** (via http, TCP/IP port 80). After the trial license is obtained, Wing will not attempt to connect to **wingware.com** (or any other site) unless you submit feedback or a bug report through the **Help** menu.


Activate Trial License
Recommended: Connect Wing IDE directly to wingware.com
Or: Activate manually at http://wingware.com/activate. You will need your license id TNX22-R36PC-NGPLJ-N6645 and request code RW512-XDV26-EE8KD-8PR7Y. Then enter the provided activation key here:
Continue
Cancel

If you're unable or unwilling to connect Wing IDE directly to **wingware.com**, you can go to http://wingware.com/activate and enter the license id and activation request number obtained from Wing. After entering this information, you will be given an activation key which you can enter into Wing's dialog box to complete the activation. This is exactly the same exchange of information that occurs when Wing IDE connects directly to **wingware.com** to obtain a trial license.

If activation fails, Wing will provide a way to configure an http proxy. Wing tries to detect and use proxies by default but in some cases they will need to be manually configured. Please ask your network administrator if you do not know what proxy settings to use. See also how to determine proxy settings.

If you run into problems or need additional evaluation time, please email us at sales at wingware.com.

Permanent Licenses

Permanent licenses and upgrades may be purchased in the online store at http://wingware.com/store. Permanent licenses include free upgrades through the 5.* version series. Wing IDE Professional licenses also allow access to the product source code via http://wingware.com/downloads (requires signed non-disclosure agreement).

Activating on Shared Drives

When Wing is installed on a shared drive (for example a USB keydrive, or on a file server), the User Settings Directory where the license activation is stored may be accessed from several different computers.

In this case, Wing must be activated once on each computer. The resulting extra activations will be stored as **license.act1**, **license.act2**, and so forth, and Wing will automatically select the appropriate activation depending on where it is running.

Obtaining Additional Activations

If you run out of activations, you can use the self-serve license manager or email us at sales at wingware.com to obtain additional activations on any legitimately purchased license.

Deactivating a License

If you wish to deactivate and remove your license number from a machine, click **License** in Wing IDE's **About** dialog box and then **Deactivate**. This will remove the license activation and quit Wing.

Note that this just removes your license number from the machine. If you are out of activations you will still need ot follow the instructions in **Obtaining Additional Activations** above.

1.10. User Settings Directory

The first time you run Wing, it will create your **User Settings Directory** automatically. This directory is used to store your license, preferences, auto-save files, recent lists, and other files used internally by Wing. If the directory cannot be created, Wing will exit.

The settings directory is created in a location appropriate to your operating system. The location is listed as your **Settings Directory** in the **About Box** accessible from the **Help** menu.

These are the locations used by Wing:

Linux/Unix -- **~/.wingpersonal5** (a sub-directory of your home directory)

Windows -- In **Wing Personal 5** within the per-user application data directory. The location varies by version of Windows. For Windows 2000 and XP running on **c:** with an English localization the location is:

```
c:\Documents and Settings\${username}\Application Data\Wing Personal 5
```

For Vista running on **c:** with an English localization the location is:

```
c:\Users\${username}\AppData\Roaming\Wing Personal 5
```

Wing also creates a Cache Directory that contains the source analysis cache. This is often but not always in the same location as the above. On Windows, this directory is usually in the per-user directory under **Local Settings** on 2000 and XP and under **Local** on Vista. This directory is also listed in the **About Box**.

1.11. Upgrading

If you are upgrading within the same minor version number of Wing (for example from 3.0 to 3.0.x) this will replace your previous installation. Once you have upgraded, your previous preferences and settings should remain and you should immediately be able to start using Wing.

If you are upgrading across major releases (for example from 2.1 to 3.0), this will install the new version along side your old version of Wing.

To install an upgrade, follow the steps described in Installing

1.11.1. Migrating from older versions of Wing

Moving to Wing IDE 5 from earlier versions should be easy. The first time you start Wing IDE 5, it will automatically convert your preferences from any older version of Wing IDE and place them into your User Settings Directory.

Wing IDE 5 can be installed and used side by side with older versions of Wing and operates completely independently.

Licensing

Licenses for Wing IDE 4 and earlier must be upgraded before they can be activated for Wing IDE 5. This can be done in the online store.

Converting Projects

Wing IDE 4 and earlier project files will be converted as they are opened and marked untitled so they can be saved under a new name. You should not overwrite your old project files if you plan to continue using an earlier version of Wing IDE with them. Wing IDE 5 project files cannot be read by earlier versions of Wing.

Changes in Wing 5

Wing 5 changes some features and defaults found in earlier versions of Wing:

- Auto-editing is on by default except for auto-entering spaces and block management with repeated presses of the colon key
- Preferences and some menus have been reorganized
- File Sets from Wing IDE 4 are now called File Filters. File Sets in Wing 5 are a new feature for creating named sets of files.
- File Properties have changed to make use of Launch Configurations
- OS Commands has been redesigned to use Launch Configurations and Named Entry Points

- The Python Shell starts with current directory set according to the project or main debug file configuration
- A few key bindings have changed
- Accelerators may have changed from Wing 4 and are no longer available on OS X because Qt follows Mac user interface guidelines, except when the Display Style preference is used to select non-native display
- More project data is stored in the shared branch of two-file projects (Python Path, OS Commands)
- Support for Python <= 2.2 has been dropped on Windows and support for Python <= 2.5 has been dropped on OS X
- New projects created with Wing Pro are always Shared (Two File) projects

1.11.2. Fixing a Failed Upgrade

In rare cases upgrading may fail to overwrite old files, resulting in random or bizarre behaviors and crashing. The fix for this problem is to completely uninstall and manually remove remaining files before installing the upgrade again.

Windows

To uninstall on Windows, run the Add/Remove Programs control panel to uninstall Wing IDE. Then go into the directory where Wing was located and manually remove any remaining folders and files.

Mac OS X

On Mac OS X, just drag the entire Wing IDE application folder to the trash.

Linux Debian

If you installed Wing IDE for Linux from Debian package, issue the command **dpkg -r wingide5**. Then go into **/usr/lib/wingide5** and remove any remaining files and directories.

Linux RPM

If you installed Wing IDE for Linux from RPM, issue the command **rpm -e wingide5**. Then go into **/usr/lib/wingide5** and remove any remaining files and directories.

Linux Tar

If you installed Wing IDE for Linux from the tar distribution, find your Wing installation directory and run the **wing-uninstall** script located there. Once done, manually remove any remaining files and directories.

If this procedure does not solve the problem, try moving aside the User Settings Directory and then starting Wing. If this works, try restoring files from the old user

settings directory one by one to find the problem. Key files to try are **license.act***, **preferences** and **recent***. Then submit a bug report to **support@wingware.com** with the offending file.

1.12. Installation Details and Options

This section provides some additional detail for installing Wing and describes installation options for advanced users.

1.12.1. Linux Installation Notes

On Linux, Wing can be installed from RPM, Debian package, or from tar archive. Use the latter if you do not have root access on your machine or wish to install Wing somewhere other than **/usr/lib/wingide-personal5**. Be sure to use the 64-bit packages if you are on a 64-bit system.

Installing from RPM:

Wing can be installed from an RPM package on RPM-based systems, such as RedHat and Mandriva. To install, run **rpm -i wingide-personal5-5.0.6-1.i386.rpm** as root or use your favorite RPM administration tool to install the RPM. Most files for Wing are placed under the **/usr/lib/wingide-personal5** directory and the **wing-personal5.0** command is placed in the **/usr/bin** directory.

Installing from Debian package:

Wing can be installed from a Debian package on Debian, Ubuntu, and other Debian-based systems.

You will need to install **enscript** before installing Wing, if it's not already on your system.

To install, run **dpkg -i wingide-personal5_5.0.6-1_i386.deb**

as root or use your favorite package administration tool to install. Most files for Wing are placed under the **/usr/lib/wingide-personal5** directory and the **wing-personal5.0** command is placed in the **/usr/bin** directory.

Installing from Tar Archive:

Wing may also be installed from a tar archive. This can be used on systems that do not use RPM or Debian packages, or if you wish to install Wing into a directory other than **/usr/lib/wingide-personal5**. Unpacking this archive with **tar -zxvf wingide-personal-5.0.6-1-i386-linux.tar.gz** will create a **wingide-personal-5.0.6-1-i386-linux** directory that contains the **wing-install.py** script and a **binary-package.tar** file.

Running the **wing-install.py** script will prompt for the location to install Wing, and the location in which to place the executable **wing-personal5.0**. These locations default to **/usr/local/lib/wingide-personal** and **/usr/local/bin**, respectively. The install program must have read/write access to both of these directories, and all users running Wing must have read access to both.

Debugging 32-bit Python on 64-bit Systems

On a 64-bit system where you need to debug 32-bit Python, you will need to install the 32-bit version of Wing. This version can also debug 64-bit Python.

Installing the 32-bit version of Wing may require installing some compatibility packages as follows:

On 64-bit Ubuntu and Debian systems, you need to first install the 32 bit compatibility libraries. This is the **ia32-libs** package on Ubuntu. Then install the 32-bit Wing with the command **dpkg -i --force-architecture --force-depends wingide-personal5_5.0.6-1_.i386.deb** The package contains what you need to run your debug process with 64-bit Python but Wing itself runs as a 32-bit application.

On CentOS 64-bit systems, installing the **libXtst.i386** package with **yum** provides the necessary 32 bit support.

On Arch linux, the necessary package is instead named **lib32-glibc**.

1.12.2. Installing Extra Documentation

On Windows, Wing looks for local copies of Python documentation in the **Doc** directory of the Python installation(s), either in CHM or HTML format.

If you are using Linux or OS X, the Python manual is not included in most Python installations, so you may wish to download and install local copies.

To do this, place the top-level of the HTML formatted Python manual (where **index.html** is found) into **python-manual/#.#** within your Wing IDE installation. Replace **#.#** with the major and minor version of the corresponding Python interpreter (for example, for the Python 2.7.x manual, use **python-manual/2.7**).

Once this is done, Wing will use the local disk copy rather than going to the web when the Python Manual item is selected from the Help menu.

1.13. Removing Wing IDE

Windows

On Windows, use the Add/Remove Programs control panel, select **Wing IDE Personal 5** and remove it.

Linux/Unix

To remove an RPM installation on Linux, type **rpm -e wingide-personal5**.

To remove an Debian package installation on Linux, type **dpkg -r wingide-personal5**.

To remove a tar archive installation on Linux/Unix, invoke the **wing-uninstall** script in the Wing IDE installation directory. This will automatically remove all files that appear not to have been changed since installation, It will ask whether it should remove any files that appear to be changed.

Mac OS X

To remove Wing from Mac OS X, just drag its application folder to the trash.

1.14. Command Line Usage

Whenever you run **wing-personal5.0** from the command line, you may specify a list of files to open. These can be arbitrary text files and a project file. For example, the following will open project file **myproject.wpr** and also the three source files **mysource.py**, **README**, and **Makefile**:

```
wing-personal5.0 mysource.py README Makefile myproject.wpr
```

(on Windows, the executable is called **wing-personal.exe**)

Wing determines file type by extension, so position of the project file name (if any) on the command line is not important. A line number may be specified for the first file on the command line by appending **:<line-number>** to the file name (for example, **README:100** will position the cursor at the start of the README file).

The following valid options may be specified anywhere on the command line:

--prefs-file -- Add the file name following this argument to the list of preferences files that are opened by the IDE. These files are opened after the system-wide and default user preferences files, so values in them override those given in other preferences files.

--new -- By default Wing will reuse an existing running instance of Wing IDE to open files specified on the command line. This option turns off this behavior and forces creation of a new instance of Wing IDE. Note that a new instance is always created if no files are given on the command line.

--reuse -- Force Wing to reuse an existing running instance of Wing IDE even if there are no file names given on the command line. This just brings Wing to the front.

--system-qt -- *(Posix only)* This option causes Wing to try to use the system-wide install of Qt rather than its own version of Qt. Running in this mode will cause Wing to

pick up on system-wide theme defaults, but may result in crashing or display problems due to incompatibilities in Qt and related libraries.

--verbose -- *(Posix only)* This option causes Wing to print verbose error reporting output to **stderr**. On Windows, run **console_wing.exe** instead for the same result.

--use-sqlite-dotfile-locking -- *(Posix only)* Use sqlite dotfile locking when opening databases which are located under the **~/.cache** directory or in the **$XDG_CACHE_DIR**.

--use-winghome -- *(For developers only)* This option sets WINGHOME to be used during this run. It is used internally and by developers contributing to Wing IDE. The directory to use follows this argument.

--use-src -- *(For developers only)* This option is used to force Wing to run from Python source files even if compiled files are present in the **bin** directory, as is the case after a distribution has been built.

--orig-python-path -- *(For developers only)* This option is used internally to indicate the original Python path in use by the user before Wing was launched. The path follows this argument.

--squelch-output -- *(For developers only)* This option prevents any output of any kind to **stdout** and **stderr**. Used on Windows to avoid console creation.

Customization

There are many ways to customize Wing IDE in order to adapt it to your needs or preferences. This chapter describes the options that are available to you.

> ***Note***
>
> **These are some of the areas of customization that are available:**
>
> - The editor can run with different personalities such as VI/Vim, Emacs, Visual Studio, Eclipse, and Brief emulation
> - The action of the tab key can be configured
> - The auto-completer's completion key(s) can be altered
> - The layout, look, color, and content of the IDE windows can be configured
> - Editor syntax colors can be configured
> - Keyboard shortcuts can be added, removed, or altered for any Wing command

- File filters can be defined to control some of the IDE features
- Many other options are available through preferences

2.1. Keyboard Personalities

The default keyboard personality for Wing implements most common keyboard equivalents found in a simple graphical text editor. This uses primarily the graphical user interface for interacting with the editor and limits use of complex keyboard-driven command interaction.

Note

Emulation of Other Editors

The first thing any Vim, Emacs, Visual Studio, Eclipse, or Brief user will want to do is to set the keyboard personality to emulate their editor of choice. This is done with the **Edit > Keyboard Personality** menu or with the **User Interface > Keyboard > Personality** preference.

Under the Vim and Emacs personalities, key strokes can be used to control most of the editor's functionality, using a textual interaction 'mini-buffer' at the bottom of the IDE window where the current line number and other informational messages are normally displayed.

Related preferences that alter keyboard behaviors include **Tab Key Action** and **Completion Keys** for the auto-completer.

It is also possible to add, alter, or remove individual keyboard command mappings within each of these personalities. See the following sub-sections for details.

2.1.1. Key Equivalents

The command a key will invoke may be modified by specifying a custom key binding. A custom key binding will override any binding for a particular key found in the keymap. Custom key bindings are set via the **Custom Key Bindings** preference.

To add a binding, click the insert button, then press the key to be bound in the **Key** field, and enter the name of the command to invoke in the **Command** field. Commands are documented in the Command Reference.

Key bindings may consist of multiple key strokes in a row, such as **Ctrl-X Ctrl-U** or **Esc X Y Z**.

If multiple comma-separated commands are specified, the key binding will execute the first available command in the listed. For example, specifying **debug-restart, debug-continue** as the command will first try to restart an existing debug session, and if no debug session exists it will start a new one.

To disable a key binding, leave the command field blank.

Some commands take arguments, which can be specified in the binding, for example by using **show-panel(panel_type="debug-probe")** or **enclose(start="(", end=")")``in the ``Command** field. Any unspecified arguments that do not have a default defined by the command will be collected from the user, either in a dialog or in the data entry area at the bottom of the IDE window.

Key bindings defined by default or overridden by this preference will be shown in any menu items that implement the same command. In cases where a command is given more than one key equivalent, only the last equivalent found will be displayed (although both bindings will work from the keyboard).

The Alt Key on OS X

On OS X, the **Alt Key** preference allows selecting one or both of the **Option** keys or the **Command** keys to act as the **Alt** key modifier for keyboard bindings.

This preference should be set by the user according to keyboard type, so that key bindings in Wing do not prevent entering characters with one or both of the **Option** keys.

For example, on German keyboards, **[**, **]**, and other common symbols are entered with the **Option** key. In those cases, setting the preference to "Left Option key" frees up the right **Option** key for entering characters and dedicates the left **Option** key to triggering key bindings.

When **Command** is used for **Alt**, the binding for **Alt-<key>** takes precedence over any binding for **Command-<key>** for the same key.

2.1.2. Key Maps

Wing ships with several key equivalency maps found at the top level of the Wing IDE installation, including **keymap.normal**, **keymap.emacs**, **keymap.vi**, and others. These are used as default key maps for the corresponding editor personalities, as set with the **User Interface > Keyboard > Keyboard Personality** preference.

For developing entirely new key bindings, or in other cases where the **Custom Key Bindings** preference is not sufficient, it is possible to create a custom key

equivalency map and use it as your default map through the **Key Map File** preference.

In a key map file, each key equivalent is built from names listed in the Key Names section. These names can be combined as follows:

1. A single unmodified key is specified by its name alone, for example **'Down'** for the down arrow key.
2. Modified keys are specified by hyphenating the key names, for example **'Shift-Down'** for the down arrow key pushed while shift is held down. Multiple modifiers may also be specified, as in **'Ctrl-Shift-Down'**.
3. Special modifiers are defined for Vim mode: **Visual**, **Browse**, **Insert**, and **Replace**. These correspond with the different editor modes, and will only work if the Keyboard Personality preference has been set to **VI/Vim**.
4. Multi-key combinations can be specified by listing multiple key names separated by a space. For example, to define a key equivalent that consists of first pushing **ctrl-x** and then pushing the **a** key by itself, use **'ctrl-x a'** as the key sequence.

The command portion of the key equivalency definition may be any of the commands listed in section Command Reference. See the examples below for usage options.

Examples

Here is an example of adding a key binding for a command. If the command already has a default key binding, both bindings will work:

```
'Ctrl-X P': 'debug-attach'
```

This example removes a key equivalent entirely:

```
'Ctrl-C Ctrl-C': None
```

These can be combined to changes the key binding for a command without retaining its default key binding:

```
'Ctrl-C Ctrl-C': None
'Ctrl-G': 'debug-continue'
```

Wing always retains only the last key binding for a given key combination. This example binds Ctrl-X to 'quit' and no other command:

```
'Ctrl-X': 'debug-stop'
'Ctrl-X': 'quit'
```

If multiple commands are specified separated by commas, Wing executes the first command that is available. For example, the following will either restart the debug process whether or not one is currently running:

```
'Ctrl-X': 'debug-restart, debug-continue'
```

Command arguments can be specified as part of the binding. Any unspecified arguments that do not have a default will be collected from the user in a dialog or in the data entry area at the bottom of the IDE window:

```
'Ctrl-X P': 'show-panel(panel_type="debug-probe")'
```

If Keyboard Personality is set to VI/Vim, modifiers corresponding to the editor modes restrict availability of the binding to only that mode:

```
'Visual-Ctrl-X': 'cut'
```

2.1.3. Key Names

Key modifiers supported by Wing IDE for key bindings are:

- **Ctrl** -- Either Control key.
- **Shift** -- Either Shift key. This modifier is ignored with some key names, as indicated below.
- **Alt** -- Either Alt key. Not recommended for general use since these bindings tend to conflict with accelerators and operating system or window manager operations. On OS X, the **Alt Key** preference is used to configure which keys invoke Alt-key bindings.
- **Command** -- Macintosh Command/Apple key. This may be mapped to other keys on other systems, but is intended for use on the Macintosh.

On Linux it is possible to remap the function of the Control, Alt, command, and windows keys. In those cases, the Ctrl and Alt modifiers will refer to the keys specified in that mapping.

Basic Keys such as the digit keys and core western alphabet keys are specified as follows:

0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Most punctuation can be specified but any Shift modifier will be ignored since these keys can vary in location on different international keyboards. Allowed punctuation includes:

` ~ ! @ # $ % ^ & * ( ) - _ + = [ ] { } \ | ; : ' " / ? . > , <

Special Keys can also be used:

Escape, Space, BackSpace, Tab, Linefeed, Clear, Return, Pause, Scroll_Lock, Sys_Req, Delete, Home, Left, Up, Right, Down, Prior, Page_Up, Next, Page_Down, End, Begin, Select, Print, Execute, Insert, Undo, Redo, Menu, Find, Cancel, Help, Break, Mode_switch, script_switch, Num_Lock,

F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, L1, F12, L2, F13, L3, F14, L4, F15, L5, F16, L6, F17, L7, F18, L8, F19, L9, F20, L10, F21, R1, F22, R2, F23, R3, F24, R4, F25, R5, F26, R6, F27, R7, F28, R8, F29, R9, F30, R10, F31, R11, F32, R12, F33, R13, F34, R14, F35, R15,

Additional Key Names that also work but ignore the Shift modifier since they tend to appear in different locations on international keyboards:

AE, Aacute, Acircumflex, Adiaeresis, Agrave, Ampersand, Any, Apostrophe, Aring, AsciiCircum, AsciiTilde, Asterisk, At, Atilde, Backslash, Bar, BraceLeft, BraceRight, BracketLeft, BracketRight, Ccedilla, Colon, Comma, Dollar, ETH, Eacute, Ecircumflex, Ediaeresis, Egrave, Equal, Exclam, Greater, Iacute, Icircumflex, Idiaeresis, Igrave, Less, Minus, Ntilde, NumberSign, Oacute, Ocircumflex, Odiaeresis, Ograve, Ooblique, Otilde, ParenLeft, ParenRight, Percent, Period, Plus, Question, QuoteDbl, QuoteLeft, Semicolon, Slash, Space, THORN, Uacute, Ucircumflex, Udiaeresis, Ugrave, Underscore, Yacute, acute, brokenbar, cedilla, cent, copyright, currency, degree, diaeresis, division, exclamdown, guillemotleft, guillemotright, hyphen, macron, masculine, mu, multiply, nobreakspace, notsign, onehalf, onequarter, onesuperior, ordfeminine, paragraph, periodcentered, plusminus, questiondown, registered, section, ssharp, sterling, threequarters, threesuperior, twosuperior, ydiaeresis, yen

2.2. User Interface Options

Wing provides many options for customizing the user interface to your needs. Preferences can be set to control the number and type of windows, layout of tools and editors, text fonts and colors, type of toolbar, and the overall display style (including ability to select background color).

2.2.1. Display Style and Colors

By default Wing runs with native look and feel for each OS. It is possible to override this using **Display Style** preference. The options include using the native style, using a selected style (for example Windows while running on OS X), or using a style where foreground and background color can be selected.

Color Configuration

The colors used in the user interface are selected with the **Color Palette** preference. This affects editor background color and the color of markers on text such as the selection, debug run marker, caret line highlight, bookmarks, diff/merge annotations, and other configurable colors. Palettes also define 20 additional colors that appear in preferences menus that are used for selecting colors.

The defaults set by the color palette preference can be overridden on a value by value basis in preferences. For example, the **Text Selection Color** preference is used to change the text selection color to a value other than the one specified in the selected color palette. Each such preference allows selection of a color from the current color palette, or selection of any color from a color chooser dialog.

To set also the background color of areas other than the editor, first select a **Color Palette** and then set the **Display Style** preference to **Match Palette**. The foreground and background colors for the GUI will be set by the current color palette.

The colors used for syntax highlighting code in the editor are configured separately, as described in Syntax Coloring.

Add Color Palettes

Additional color palettes can be defined and stored in the **palettes** sub-directory of the user settings directory. This directory must be created if it does not already exist. Example palettes are included in your Wing IDE installation in **resources/palettes**. After adding a palette in this way, Wing must be restarted before it is available for use.

2.2.2. Windowing Policies

Wing IDE can run in a variety of windowing modes. This is controlled by the **Windowing Policy** preference, which provides the following options:

- **Combined Toolbox and Editor Windows** -- This is the default, in which Wing opens a single window that combines the editor area with two toolbox panels.
- **Separate Toolbox Windows** -- In this mode, Wing IDE moves all the tools out to a separate shared window.
- **One Window Per Editor** -- In this mode, Wing IDE creates one top-level window for each editor that is opened. Additionally, all tools are moved out to a separate shared toolbox window and the toolbar and menu are moved out to a shared toolbar/menu window.

The windowing policy is used to describe the initial configuration and basic action of windows in the IDE. When it is changed, Wing will reconfigure your projects to match the windowing policy the first time they are used with the new setting.

However, it is possible to create additional IDE windows and to move editors and tools out to another window or among existing windows without changing from the default windowing policy. This is described below.

2.2.3. User Interface Layout

When working in the default windowing policy, Wing's main user interface area consists of two toolboxes (by default at bottom and right) and an area for source editors and integrated help.

Clicking on an already-active toolbox tab will cause Wing to minimize the entire panel so that only the toolbox tabs are visible. Clicking again will return the toolbox to its former size. The F1 and F2 keys toggle between these modes. The command **Maximize Editor Area** in the **Tools** menu (Shift-F2) can also be used to quickly hide both tool areas and toolbar.

In other windowing modes, the toolboxes and editor area are presented in separate windows but share many of the configuration options described below.

Configuring the Toolbar

Wing's toolbar can be configured by altering the size and style of the toolbar icons in the toolbar, and whether or not text is shown in addition to or instead of icons. This is controlled with the **Toolbar Icon Size** and **Toolbar Icon Style** preferences.

Alternatively, the toolbar can be hidden completely with the **Show Toolbar** preference.

Configuring the Editor Area

The options drop down menu in the top right of the editor area allows for splitting and joining the editor into multiple independent panels. These can be arranged horizontally, vertically, or any combination thereof. When multiple splits are shown, all the open files within the window are available within each split, allowing work on any combination of files and/or different parts of the same file.

The options drop down menu can also be used to change between tabbed editors and editors that show a popup menu for selecting among files (the latter can be easier to manage with large number of files) and to move editors out to a separate window or among existing windows when multiple windows are open.

Configuring Toolboxes

Each of the toolboxes can be also be split or joined into any number of sub-panels along the long axis of the toolbox by clicking on the options drop down icon in the tab area of the toolbox (right-clicking also works). The number of tool box splits Wing shows by default depends on your monitor size.

The options drop down menu can also be used to duplicate tools, or move them around among the splits or out to separate windows.

The size of each panel and the panel splits can also be altered by dragging on the dividers between them.

All available tools are enumerated in the Tools menu, which will display the most recently used tool of that type or will add one to your window at its default location, if none is already present.

Creating Additional Windows

In addition to moving existing editors or tools to new windows, it is also possible to create new tool windows (initially with a single tool) and new document windows (with editor and toolbars if applicable to the selected windowing policy) from the Windows menu.

Wing IDE will remember the state of windows as part of your project file, so the same window layout and contents will be restored in subsequent work sessions.

2.2.4. Altering Text Display

Wing tries to find display fonts appropriate for each system on which it runs, but many users will want to customize the font style and size used in the editor and other user interface areas. This can be done with the **Source Code Font/Size** and **Display Font/Size** preferences.

For information on altering colors used for syntax highlighting in the editor, see Syntax Coloring.

2.3. Preferences

Wing has many preferences that control features of the editor, debugger, and other tools.

To alter these, use the **Preferences** item in the **Edit** menu (or **Wing IDE** menu on OS X). This organizes all available preferences by category and provides access to documentation in tooltips that are displayed when mousing over the label area to the left of each preference. Any non-default values that are selected through the **Preferences Dialog** are stored in the user's preferences file, which is located in the User Settings Directory.

All preferences are documented in the Preferences Reference.

2.4. Syntax Coloring

There are two ways to configure syntax highlighting in Wing: Minor adjustments can be made in preferences, and comprehensive configuration can be achieved by creating a syntax color specification file.

Minor Adjustments

For minor tweaks to syntax coloring in the editor, use **Syntax Formatting** in the **Edit > Syntax Coloring** preference group. For each supported file type, and each lexical state for the file type, it is possible to set the foreground and background colors, to use bold or italic font, and to fill the end of line character so it appears as a solid block of color.

Comprehensive Changes

For more comprehensive changes to syntax coloring, textual syntax coloring specifications can be placed into the **syntax** directory within the User Settings Directory. This directory must be created if it is not already present.

To override syntax colors only for a particular **Color Palette**, place the syntax file in a sub-directory of the **syntax** directory whose name matches the palette specification file name. For example, use **syntax/black-background/python.stx** to specify colors to use in Python files only with the Black Background color palette.

The syntax coloring configuration files can be modeled on the system-wide defaults, which are stored in **resources/syntax** within your Wing IDE installation directory. Any values missing from these files cause Wing to fall back to the system-wide defaults. Wing must be restarted to pick up changes made in these files.

Note that any non-default syntax coloring preferences will take precedence over syntax files found in the user settings directory or system-wide.

Automatic Color Adjustment

If the currently selected **Color Palette** uses a non-white background for the editor, or if the **Background Color** in the **Editor > Syntax Coloring** preference group is set to a color other than white, then Wing will automatically adjust all configured foreground colors when necessary to ensure that the text remains visible. This avoids the need to create completely new color configurations for different editor background colors.

This feature is disabled when using a palette-specific syntax configuration file, as describe above, since in that case the colors are being designed for a specific background color.

2.5. File Filters

Wing allows you to define file filters that can be used in various ways within the IDE, such as for searching particular batches of files and adding only certain kinds of files to a project.

To view or alter the defined file filters, use **File Filters** in the **Files > File Types** preferences group.

When adding or editing a filter, the following information may be entered:

- **Name** -- The name of the filter
- **Includes** -- A list of inclusion criteria, each of which contains a type and a specification. A file will be included by the filter if any one of these include criteria matches the file.
- **Excludes** -- A list of exclusion criteria, any of which can match to cause a file to be excluded by the filter even if one or more includes also matched.

The following types of include and exclude criteria are supported:

- **Wildcard on Filename** -- The specification in this case is a wildcard that must match the file name. The wildcards supported are those provided by Python's fnmatch module.
- **Wildcard on Directory Name** -- The specification in this case is a wildcard that must match the directory name.
- **Mime Type** -- The specification in this case names a MIME type supported by Wing IDE. If additional file extensions need to be mapped to a MIME type, use the **Extra File Types** preference to define them.

Once defined, filters are presented by name in the Search in Files tool's **Filter** menu, and in the Project tool's **Directory Properties**.

Any problems encountered in using the file filters are reported in the Messages area.

Project Manager

The **Project manager** provides a convenient index of the files in your software project and collects information needed by Wing's debugger, source code analysis tools, version control integration, and other facilities.

To get the most out of Wing's debugger and source analysis engine, you may in some cases need to set up **Python Executable**, **Python Path**, and other values in Project-Wide Properties and/or Per-File Properties.

NOTE: Wing IDE Personal omits some of the project manager features.

3.1. Creating a Project

To create a new project, use the **New Project** item in the **Project** menu. This will prompt you to save any changes to your currently open project and will create a new untitled project.

When you create a new project, you will often want to alter some of the Project Properties to point Wing at the version of Python you want to use, set **PYTHONPATH** so Wing's source analyzer and debugger can find your files, and set any other necessary runtime environment for your code.

To add files to your project, use the following items in the Project menu:

- **Add Existing Directory** allows you to specify a directory to include in the project. In many cases, this is the only operation needed to set up a new project, and it is the recommended approach. You will be able to specify a filter of which files to include, whether to include hidden & temporary files, and whether to include subdirectories. The list of files in the project will be updated as files matching the criteria are added and removed from the disk.
- **Add Current File** will add the current editor file to the project if it is not already there.
- **Add Existing File** will prompt you to select a single file to add to the project view. This may also result in adding a new directory to the project manager window, if that file is the first to be added for a directory.
- **Add New File** is used to create a new file and simultaneously add it to your project.

A subset of these options can be accessed from the context menu that appears when right-clicking your mouse on the surface of the project manager window.

3.2. Removing Files and Directories

To remove a specific file or directory, select it and use the Remove From Project menu item in the right-click context menu from the surface of the Project Manager window, or by selecting an item on the project and using Remove Selected Entry in the Project menu.

If the removed file or directory is part of another directory that has been added to the project, the removal is remembered as an exclusion that can be cleared from **Directory Properties**, which are accessed by right clicking on the parent directory in the Project tool.

3.3. Saving the Project

To save a new project, use **Save Project As** in the **Project** menu. Once a project file has been saved the first time, it will be auto-saved whenever you close the project, start a debug session, or exit Wing.

You can also save a copy of your project to another location or name with **Save Project As...** in the **Project** menu.

Note

Moving Project Files

When moving a project file on disk, doing so in a file browser or from the command line may partially break the project if it is moved relative to the position of files that it includes. Using **Save Project As...** in Wing instead will properly update the relative paths that the project manager uses to locate files in the project.

3.4. Sorting the View

The project can be set to show your files in one of several modes, using the **Options** menu in the top right of the project view:

- **View As Tree** -- This displays the project files in true tree form. The tree structure is based on the partial relative path from the project file.
- **View As Flattened Tree** -- This view (the default) shows files organized according to their location on disk. Each directory is shown at the top level with path names shown as partial relative paths based on the location of the project file. If you alter the location of the project file with **Save Project As...**, these paths will be updated accordingly.

Several sorting options are available to sort items within their directory by name, mime type, or extension. The **List Files Before Directories** option may be used to control whether files or directories are shown first in the tree view.

3.5. Navigating to Files

Files can be opened from the project manager window by double clicking or middle clicking on the file name, or right-clicking and using the Open in Wing IDE menu item.

Files may also be opened using an external viewer or editor by right-clicking on the file and using the Open in External Viewer item. On Windows and Mac OS X, this opens the file as if you had double clicked on it. On Linux, the preferences **File Display Commands** and **Extra Mime Types** can be used to configure how files are opened.

You can also execute Makefiles, Python source code, and any executable files by selecting the **Execute Selected** item from the popup menu. This executes outside of the debugger with any input/output occurring in the OS Commands tool. Doing so also adds the command to the OS Commands tool, where its runtime environment can be configured.

3.5.1. Keyboard Navigation

Once it has the focus, the project manager tree view is navigable with the keyboard, using the up/down arrow keys, page up and page down, and home/end.

Use the right arrow key on a parent to display its children, or the left arrow key to hide them.

Whenever a file is selected, pressing enter will open that item into an editor in Wing IDE.

3.6. Project-wide Properties

Each project has a set of top-level properties that can be accessed and edited via the **Properties** item in the Project menu. These can be used to configure the Python environment used when debugging, executing, or testing code, and for the source code analysis engine, which drives Wing's auto completion, source index, and other capabilities. Project properties are also provided to set options for the project and to enable and configure extensions for revision control, Zope, and other tools.

Any string value for a property may contain environment and special variable references, as described in Environment Variable Expansion.

Environment

To get the most out of Wing, it is important to set these values in the Environment tab correctly for your project:

Python Executable -- When the **Custom** radio button is checked and the entered field is non-blank, this can be used to set the full path to the Python executable that should be used when debugging source code in this project. When **Use default** is selected, Wing tries to use the default Python obtained by typing **python** on the command line. On OS X, Wing prefers the latest Apple-provided Python. If this fails, Wing will search for Python in **/usr/local** and **/usr** (on Linux and OS X) or in the registry (on Windows). To use Wing with **virtualenv** just set this property to the Python executable provided by **virtualenv**.

Python Path -- The **PYTHONPATH** is used by Python to locate modules that are imported at runtime with the **import** statement. When the **Use default** checkbox in this area is checked, the inherited **PYTHONPATH** environment variable is used for debug sessions. Otherwise, when **Custom** is selected, the specified **PYTHONPATH** is used.

Environment -- This is used to specify values that should be added, modified, or removed from the environment that is inherited by debug processes started from Wing IDE and is used to expand environment variable references used in other properties. Each entry is in **var=value** form and must be specified one per line in the provided entry area. An entry in the form **var=** (without a value) will remove the given variable so it is undefined. Note that you are operating on the environment inherited by the IDE when it started and not modifying an empty environment. When the *Use inherited environment* choice is set, any entered values are ignored and the inherited environment is used without changes.

Debug

The following properties are defined in the Debug tab:

Main Entry Point -- This defines where execution starts when the debugger is launched from the IDE. The default is to start debugging in the current editor file. Alternatively, use this property to define a project-wide main entry point so that debug always started in that file regardless of which file is current in the editor. The entry point can either be a selected file in order to debug that files with the environment specified in its File Properties, or a named entry point to select a file and use a different environment to debug it.

Initial Directory -- When the **Use default** radio button is checked, the initial working directory set for each debug session will be the directory where the debugged file is located. When **Custom** is selected, the specified directory is used instead (use **$(WING:PROJECT_DIR)** for the project's directory). This property also sets the initial directory for the Python Shell, determines how Wing resolves partial paths on the Python Path for the purposes of static analysis, and is used for other features in the

IDE that require a starting directory for a sub-process. For these, Wing will use the directory of the main debug file in the project as the default initial directory, or the directory of the project file if there is no main debug file defined.

Python Options -- This is used to select the command line options sent to the Python interpreter while debugging. The default of **-u** sets Python into unbuffered I/O mode, which ensures that the debug process output, including prompts shown for keyboard input, will appear in a timely fashion.

Debug Server Port -- This can be used to alter the TCP/IP port on which the debugger listens, on a per-project basis. In this way, multiple instances of Wing using different projects can concurrently accept externally initiated debug connections. See Advanced Debugging Topics for details.

Options

These project options are provided:

Default Encoding sets the default text encoding to use for files when the encoding cannot be determined from the contents of the file. This applies to all files opened when the project is open, whether or not they are part of the project. By default, this falls back to the value set by the **Default Encoding** preference.

Project Home Directory sets the base directory for the project. This overrides the project file location as the directory on which to base relative paths shown in the Project view and elsewhere. It is also used as the directory in which the Python Shell subprocess is launched and for the starting directory when the **Default Directory Policy** preference is set to **Current Project**.

Preferred Line Ending and **Line Ending Policy** control whether or not the project prefers a particular line ending style (line feed, carriage return, or carriage return + line feed), and how to enforce that style, if at all. By default, projects do not enforce a line ending style but rather insert new lines to match any existing line endings in the file.

Preferred Indent Style and **Indent Style Policy** control whether or not the project prefers a particular type of indentation style for files (spaces only, tabs only, or mixed tabs and spaces), and how to enforce that style, if at all. By default, projects do not enforce an indent style but rather insert new lines to match any existing indentation in the file.

Strip Trailing Whitespace controls whether or not to automatically remove whitespace at the ends of lines when saving a file to disk.

Extensions

The Extensions tab of Project Properties is used to control add-ons on a per-project basis:

Enable Django Template Debugging enables Django-specific functionality that makes it possible for Wing's debugger to stop at breakpoints and step through Django template files.

Matplotlib Event Loop Support enabled Matplotlib-specific functionality that updates plots continuously when working interactively in the Python Shell.

Enable Zope2/Plone Support, **Zope2 Instance Home**, and **Zope2 Host** enable legacy support for older Zope installations. They are needed because Zope 2.x implements import magic that works differently from Python's default **import** and thus adding the instance home directory to **PYTHONPATH** is not sufficient. Wing's source analyzer needs this extra clue to properly find and process the Zope instance-specific sources.

When this option is activated, Wing will also offer to add the relevant Zope2/Plone files to the project, and to install the control panel for configuring and initiating debug in Zope2/Plone. See the Zope How-To for details.

3.6.1. Environment Variable Expansion

Any string value for a property may contain environment variable references using the **$(name)** or **$ {name}** notation. These will be replaced with the value of the environment variable when used by the IDE. If the environment variable is not set, the reference will be replaced by an empty string. The system environment, as modified by the project-wide or per-file environment property (if defined), is used to expand variable references.

Special Environment Variables

The following special variable names are defined by Wing IDE for use in the **$(name)** or **${name}** form:

- **WING:FILENAME** -- full path of current file
- **WING:FILENAME_DIR** -- full path of the directory containing the current file
- **WING:LINENO** -- current line number in the current file
- **WING:SCOPE** -- x.y.z-formatted name of the current scope in the current file (if Python)
- **WING:PROJECT** full path of current project (including the project file name)
- **WING:PROJECT_DIR** -- full path of the directory containing the current project

- **WING:PROJECT_HOME** -- full path of the **Project Home** directory, as set in **Project Properties** (by default this is the same as WING:PROJECT_DIR)
- **WING:SELECTION** -- the text selected on the current editor, if any

These may evaluate to an empty string when there is no current file name.

3.7. Per-file Properties

Per-file properties can be set by right-clicking on a source file and selecting the **Properties** menu item in the popup, by right-clicking on a file in the project view and selecting **File Properties**, or by opening a file and using the **Current File Properties...** item in the Source menu. For Debug and Python Settings, values entered here will override any corresponding project-wide values when the selected file is the current file or the main entry point for debugging.

Any string value for a property may contain environment and special variable references, as described in Environment Variable Expansion.

File Attributes

File Type -- This property specifies the file type for a given file, overriding the type determined automatically from its file extension and/or content. This property is recommended only when the **Extra File Types** preference cannot be used to specify encoding based on filename extension.

Encoding -- This can be used to specify the encoding with which a file will be saved. When it is altered for an already-open file, Wing will offer to reload the file using the new encoding, to only save subsequently using the new encoding, or to cancel the change. Choose to reload if the file was opened with the wrong encoding. For already-open files, the encoding attribute change is only saved if the file is saved. If it is closed without saving, the encoding attribute will revert to its previous setting. The encoding cannot be altered with this property if it is being defined by an encoding comment in a Python, HTML, XML, or gettext PO file. In this case, the file should be opened and the encoding comment changed. Wing will save the file under the newly specified encoding.

Important: Files saved under a different encoding without an encoding comment may not be readable by other editors because there is no way for them to determine the file's encoding if it differs from the system or disk default. Wing stores the selected encoding in the project file, but no mark is written in the file except for those encodings that naturally use a Byte Order Mark (BOM), such as utf_16_le, utf_16_be, utf_32_le, or utf_32_be. Note that standard builds of CPython cannot read source files encoded in utf16 or utf32.

Line Ending Style -- Specifies which type of line ending (line feed, carriage return, or carriage return and line feed) is used in the file. When altered, the file will be opened and changed in an editor. The change does not take effect until the file is saved to disk.

Indent Style -- This property can be used in non-Python files to change the type of indent entered into the file for newly added lines. For Python files, the only way to alter indentation in a file is with the **Indentation manager**.

Read-only on Disk -- This property reflects whether or not the file is marked read-only on disk. Altering it will change the file's disk protections for the owner of the file (on Posix, group/world permissions are never altered).

Editor

These properties define how the file is displayed in the editor:

Show Whitespace -- This allows overriding the **Show White Space** preference on a per-file basis.

Show EOL -- This allows overriding the **Show EOL** preference on a per-file basis.

Show Indent Guides -- This allows overriding the **Show Indent Guides** preference on a per-file basis.

Ignore Indent Errors -- Wing normally reports potentially serious indentation inconsistency in Python files. This property can be used to disable this check on a per-file basis (it is also available in the warning dialog).

Ignore EOL Errors -- When the project's **Line Ending Policy** is set to warn about line ending mismatches, this property can be used to disable warnings for a particular file.

Debug/Execute

This tab is used to select the environment used when debugging or executing the file, and to set run arguments. By default, the project-wide environment will be used with the specified run arguments. Alternatively, use the **Environment** property to select a different environment defined by a launch configuration.

Source Code Editor

Wing IDE's source code editor is designed to make it easier to adopt the IDE even if you are used to other editors.

> ***Note***
>
> **Key things to know about the editor**
>
> - The editor has personalities that emulate other commonly used editors such as Visual Studio, VI/Vim, Emacs, and Brief.
> - Context-appropriate auto-completion, goto-definition, and code index menus are available when working in Python code
> - The editor supports a wide variety of file types for syntax colorization.
> - Key mappings and many other behaviors are configurable.
> - The editor supports folding for some file types

4.1. Syntax Colorization

The editor will attempt to colorize documents according to their MIME type, which is determined by the file extension, or content. For example, any file ending in **.py** will be colorized as a Python source code document. Any file whose MIME type cannot be determined will display all text in black normal font by default.

All the available colorization document types are listed in the File Properties dialog's File Attributes tab. If you have a file that is not being recognized automatically, you can use the **File Type** menu found there to alter the way the file is being displayed. Your selections from this menu are stored in your project file, so changes made are permanent in the context of that project.

If you have many files with an unrecognized extension, use the **Extra File Types** preference to add your extension.

Syntax coloring can be configured as described in the section Syntax Coloring.

4.2. Right-click Editor Menu

Right-clicking on the surface of the editor will display a context menu with commonly used commands such as Copy, Paste, Goto Definition, and commenting and indentation operations.

4.3. Navigating Source

The set of menus at the top of the editor can be used to navigate through your source code. Each menu indicates the scope of the current cursor selection in the file and may be used to navigate within the top-level scope, or within sub-scopes when they exist.

When editor tabs are hidden by clicking on the options drop down in the top right of the editor area, the left-most of these menus lists the currently open files by name.

You can use the **Goto Definition** menu item in the editor context menu to click on a construct in your source and zoom to its point of definition. Alternatively, place the cursor or selection on a symbol and use the **Goto Selected Symbol Defn** item in the **Source** menu, or its keyboard equivalent. Control-Click (and Command-Click on OS X) also jumps to the point of definition.

When moving around source, the history buttons in the top left of the editor area can be used to move forward and backward through visited files and locations within a file in a manner similar to the forward and back buttons in a web browser.

Other commonly used ways to navigate to files that are open include the **Window** menu, which lists all open files; the **Open Files** tool which also supports defining named file sets; the **Recent** sub-menu in the **File** menu; **Open From Project** in the **File** menu, which finds project files quickly by typing a fragment of the file name; and **Open From Keyboard** in the **File** menu, which operates in a temporary input area at the bottom of the IDE window and offers auto-completion of file names as you type.

Find Symbol in the **Source** menu provides a way to find a symbol defined in the current Python scope by typing a fragment of its name.

4.4. File status and read-only files

The editor tabs, or editor selection menu when the tabs are hidden, indicate the status of the file by appending ***** when the file has been edited or **(r/o)** when the file is read-only. This information is mirrored for the current file in the status area at the bottom left of each editor window. Edited status is also shown in the **Window** menu by appending ***** to the file names found there.

Files that are read-only on disk are initially opened within a read-only editor. Use the file's context menu (right-click) to toggle between read-only and writable state. This alters both the editability of the editor and the writability of the disk file so may fail if you do not have the necessary access permissions to make this change.

4.5. Transient, Sticky, and Locked Editors

Wing can open files in several modes that control how and when files are closed:

Transient Mode -- Files opened when searching, debugging, navigating to point of definition or point of use, and using the Project or Source Browser tools with the **Follow Selection** checkbox enabled are opened in transient mode and will be automatically closed when hidden.

The maximum number of non-visible transient files to keep open at any given time can be set with the **Editor / Advanced / Maximum Non-Sticky Editors** preference.

Sticky Mode -- Files opened from the File menu, from the keyboard file selector, or by double clicking on items in the Project or Source Browser tools will be opened in sticky mode, and are kept open until they are explicitly closed.

Locked Mode -- When multiple splits are visible, a third mode is available where the file is locked into the editor. In this case, the editor split is not reused to display any newly opened or visited files unless no unlocked splits are present.

A file can be switched between these modes by clicking on the stick pin icon in the upper right of the editor area.

Right-click on the stick pin icon to navigate to files that were recently visited in the associated editor or editor split. Blue items in the menu were visited in transient state and black items were sticky. Note that this differs from the Recent area in the File menu, which lists only sticky file visits and includes visits for all editors and editor splits.

Transient files that are edited are also automatically converted to sticky mode.

4.6. Auto-completion

Wing Personal and Professional display an auto-completer in the editor and shells. When the completer appears, type until the correct symbol is highlighted in the list, or use the up/down arrow keys, and then press the Tab key or double click on an item. Wing will fill in the remaining characters for the source symbol, correcting any spelling errors you might have made in the name.

To alter which keys cause auto-completion to occur, use the **Auto-completion Keys** preference. Ctrl-click on the list to select multiple keys. For printable keys such as '.', '(', '[', and ':' the key will be added to the editor and any relevant auto-editing operations will be applied. For '.' the completer will be shown again for the attributes of the completed symbol.

To cancel out of the auto-completion popup, press the **Esc** key or **Ctrl-G**. The auto-completer will also disappear when you exit the source symbol (for example, by pushing **space** or any other character that isn't a completion key and can't be contained in a source symbol), if you click elsewhere on the surface of the source code, or if you issue other keyboard-bound commands that are not accepted by the auto-completer (for example, **save** through keyboard equivalent).

The completer can be configured to display immediately, only after a specified number of characters, or after a time delay. Completion may be case sensitive or insensitive and the completer may be auto-hidden after a specified timeout. These and other configuration options are in the **Auto-completion preferences group**.

Turbo Completion Mode for Python (Experimental)

When the **Python Turbo Mode** preference is enabled, Wing will use a different completion mode for Python files and in the shells. This treats any non-word key as being a completion key, in a context appropriate way. **Ctrl**, **Alt**, and **Command** act as cancel keys, in addition to **Esc**.

This mode can be considerably faster to use when the completer contains the desired text. Once the correct completion is selected in the completer, the next source code character can immediately be typed. The completion will be placed, the next key will be entered into the editor, any relevant auto-editing operations will be applied, and the completer shown again if appropriate.

In contexts where a new symbol is being defined, Wing disables Turbo mode depending on the character being pressed. For example, pressing **=** after a name at the start of a line, entering an argument name in a def, and entering a symbol after **for** all define a new symbol in most cases. In these contexts, **Tab** must be pressed to cause completion to occur.

The draw-back of operating in this mode is that Wing may fail to recognize some contexts where a new symbol is being defined, or may enter undesired completions when code is being typed before a referenced symbol has been defined. To make canceling from the completer more convenient in this case, **Ctrl**, Alt``, and **Command** are also treated as cancel keys, in addition to **Esc**.

For the same reason, snippets do not participate in Turbo mode. To enter snippets found in the auto-completer, press **Tab** or **Enter**.

This mode is experimental. Please email feedback and suggestions to support@wingware.com.

How Auto-completion Works

The information shown in Wing's auto-completer comes from several sources: (1) Static analysis of Python code, (2) introspection of extension module contents, (3) inspection of keywords and builtins in the active Python version, (4) introspection of the runtime application state when the debugger is active or when working in the shells, (5) enumeration of relevant code snippets, and in some cases (6) user-provided interface description files. See Source Code Analysis for more information on how static analysis works and how you can help Wing determine the types of values.

Because static analysis can be defeated by Python's dynamic nature, it is sometimes more effective to work from live runtime state. This can be done by placing a breakpoint in the source code, running to it, and then working in the editor or (in Wing IDE Pro) in the Debug Probe.

In non-Python files, the auto-completer is limited to words found within similar contexts in the file, keywords defined for syntax highlighting that file type, and any snippets relevant to the editing context.

4.7. Source Assistant

The **Source Assistant** tool (in Wing IDE Personal and higher) can be used to display additional information about source symbols in the editor, auto-completer, and tools such as the **Project**, **Search in Files**, **Python Shell**, **Debug Probe**, and **Source Browser**.

The display will include links to the point of definition of the selected symbol, the symbol's type (when available) and a link to the type's point of definition. Depending on context and symbol type, the Source Assistant will also display relevant docstrings, call signature, return type, super-classes, overridden methods.

When invoking a function or method, the Source Assistant will display information both for the callable being invoked and the current argument or item in the auto-completer.

4.7.1. Docstring Type and Validity

By default the Source Assistant displays a type and validity indicator for docstrings, showing whether the docstring was successfully parsed or reformatted. The following messages may be displayed:

â■■ PEP287 -- The docstring parses successfully using PEP 287 reStructuredText Docstring Format and is being rendered accordingly. This only occurs when the **Use PEP 287 for docstrings** option is enabled.

â■■ PEP287 -- The docstring does not parse successfully as reStructuredText and is showing inline parse errors. This only occurs when the **Show PEP 287 parse errors** option is enabled.

Rewrapped -- The docstring is being shown as plain text but Wing has heuristically rewrapped paragraphs. This only occurs when the **Rewrap plain text docstrings** option is enabled.

Plain Text -- The docstring is being shown as plain text, exactly as it appears in the source code.

See Source Assistant Options for a list of the available display options.

4.7.2. Python Documentation Links

For symbols in the Python standard library, Wing will attempt to compute a documentation URL whenever possible. These point to http://docs.Python.org/ but can be redirected to another server with the Source Analysis > Advanced > **Python Docs URL Prefix preference**. To access locally stored documentation, a local http server must be used because # bookmark references do not work with **file:** URLs.

4.7.3. Working with Runtime Type Information

When working in the editor, auto-completer, project view, or source browser, the Source Assistant is fueled by Wing's Python source code analysis engine. Because of Python's dynamic nature, Wing cannot always determine the types of all values, but presents as much information as it can glean from the source code.

When a debug process is active, or when working in the **Python Shell**, Wing also extracts relevant information from the live runtime state. Since this yields complete and correct type information even for code that Wing's static analysis engine cannot understand, it is often useful to run to a breakpoint before designing new code that is intended to work in that context.

For more hints on helping Wing understand your source code, see Source Code Analysis and Helping Wing Analyze Code.

4.7.4. Source Assistant Options

There are several options available to control docstring rendering. These accessed by right clicking on the Source Assistant:

Use PEP 287 docstrings -- By default Wing tries to render docstrings by treating them as PEP 287 reStructuredText Docstring Format. This option can be used to disable PEP 287 rendering so they are always shown as plain text instead.

Show PEP 287 parse errors -- By default Wing falls back to displaying docstrings that cannot be parsed as reStructuredText as plain text. Enable this option to instead render them with reStructuredText parse errors.

Show docstring type and validity -- This enables or disables the floating docstring type and validity indicator in the top right of the docstring area.

Rewrap plain text docstrings -- By default Wing employs a heuristic to rewrap paragraphs in docstrings, in order to make better use of available display space. This option can be disabled to show the docstring exactly as it appears in the source code.

Always show docstrings -- By default Wing shows the docstring only of the last symbol being displayed in the Source Assistant, in order to save on display space. Enable this option to always show the docstring for all symbols.

The Source Assistant context menu can also be used to copy text or HTML to the clipboard, change the display font size, and access this documentation.

4.8. File Sets

File Sets are used create named sets of files that can then be opened as a group or searched from the Search in Files tool.

File sets can be created in several ways:

- Open the desired files and use the **Name Set of Open Files...** item in the **Files > File Sets** menu.
- Select the desired files in the Project, Open Files, or in other tools and use the **Name Set of Selected Files...** item in the **Files > File Sets** menu.
- Select the desired files in the Project or Open Files tool, right click and select the **Name Selected File Set...** menu item.
- Search in the Search in Files tool and when the search is complete use the **Name Result File Set** item in the **Options** menu to name the set of files in which a search match was found.

Once defined, file sets can be opened from the **Files > File Sets** menu and they are included by name in the Search in Files tool's **Look in** menu.

To view or edit the defined file sets, use the **Manage File Sets...** item in the **File > File Sets** menu. Right click to access the available operations in this dialog. To rename a file set, click on its name and edit the name in place.

Binding File Sets to Keys

File sets can be bound to a key sequence, so that the pressing that sequence will open the file set in the editor. This is done in the **Manage File Sets** dialog, by selecting the file set, right clicking, and selecting **Set Key Binding...**.

Shared File Sets

File sets can either be stored in the project file (the default) or in a shared file that is used by all projects. To make a file set into a shared file set, open the **Manage File Sets** dialog and check the **Shared** checkbox.

4.9. Indentation

Since indentation is syntactically significant in Python, Wing provides a range of features for inspecting and managing indentation in source code.

4.9.1. How Indent Style is Determined

When an existing file is opened, it is scanned to determine what type of indentation is used in that file. If the file contains some indentation, this may override the tab size, indent size, and indent style values given in preferences and the file will be indented in a way that matches its existing content rather than with your configured defaults. If mixed forms of indentation are found, the most common form is used.

For non-Python files, you can change indentation style on the fly using the **Indent Style** property in the **File Properties** dialog (accessed by right-clicking on the editor). This allows creating files that intentionally mix indentation forms in different parts of the file. To ask Wing to return to the form of indentation it determines as most prominent in the file, select **Match Existing Indents**.

For Python files, the **Indent Style** cannot be altered without converting the whole file's indent style using the Indentation Manager, which can be accessed from the button next to the **Indent Style** property and from the Tools menu.

4.9.2. Indentation Preferences

The following preferences affect how the indentation features behave:

1. The **Use Indent Analysis** preference is used to control whether analysis of current file content is used to determine the type of indentation placed during edits. It can be enabled for all files, only for Python files, or disabled. Note that disabling this preference for Python files can result in a potentially broken mix of indentation in the files. In general, indent styles should not be mixed within a single Python file.

2. The **Default Tab Size** preference defines the position of tab stops and is used to determine the rendering of files with tabs only, or non-Python files with mixed tab and space indentation. In Python files with mixed indents, this value is ignored and the file is always shown in the way that the Python interpreter would see it.
3. The **Default Indent Size** preference defines the default size of each level of indent, in spaces. This is used in new empty files or when indent analysis has been disabled. Wing may override this value in files that contain only tabs in indentation, in order to make it a multiple of the configured tab size.
4. The **Default Indent Style** preference defines the default indentation style, one of **spaces-only**, **tabs-only**, or **mixed**. This is used in new empty files or when indent analysis has been disabled. Mixed indentation replaces each tab-size spaces with one tab character.

These preferences define how indentation is handled by the editor:

5. The **Auto-Indent** preference controls whether or not each new line is automatically indented.
6. The **Show Indent Guides** preference controls whether or not to show indentation guides as light vertical lines. This value can be overridden on a file-by-file basis from Editor tab in File Properties.
7. The **Show Python Indent Warnings** preference can be used to enable or disable warnings for Python files that may contain confusing or damaged indentation.
8. The **Show Override Warnings** preference controls whether or not Wing shows a warnings when the user enters indentation that does not match the form already within a file. This is currently only possible in non-Python files, by altering the **Indent Style** attribute in File Properties.

4.9.3. Indentation Policy

The project manager also provides the ability to define the preferred indentation style (overriding the preference-defined style) and to specify a policy for enforcing line endings, on a per-project basis. This is accomplished with **Preferred Line Ending** and **Line Ending Policy** under the Options tab in Project Properties.

4.9.4. Auto-Indent

The IDE ships with auto-indent turned on. This causes leading white space to be added to each newly created line, as return or enter are pressed. Enough white space is inserted to match the indentation level of the previous line, possibly adding or removing a level of indentation if this is indicated by context in the source (such as **if**, **while**, or **return**).

Note that if preference **Auto-indent** is turned off, auto-indent does not occur until the tab key is pressed.

In Python code, Wing also auto-indents after typing a colon after **else**, **elif**, **except**, and **finally**. Indentation will go to the closest matching **if** or **try** statement. I f there are multiple possible matching statements, the colon key can be pressed repeatedly to toggle through the possible positions for the line. Similarly, when **Smart Tab** is selected as the Tab Key Action, then pressing the Tab key repeatedly will toggle the line through the possible indent positions. This can also be accomplished with the **Indent to Match** toolbar and menu items (regardless of selected tab key action).

When pasting multiple lines into Python code and the caret is in the indent region or on a blank line, Wing will auto-indent pasted text as follows: (1) If the caret is in column zero, the text is indented to match the context, (2) If the caret is within the indent region but not in column zero, the text is indented to that position. If the auto-indent is incorrect, a single **Undo** will return the pasted text to its original indentation level, or the text can be selected and adjusted with the indentation toolbar or menu items or key equivalents.

4.9.5. The Tab Key

By default, the action of the tab key depends on the selected **Keyboard Personality**, file type, and position within the file as described under **Default for Personality** below.

To insert a real tab character regardless of the indentation mode or the position of the cursor on a line, type Ctrl-Tab or Ctrl-T.

The behavior of the tab key can be altered using the **Tab Key Action** preference, which provides the following options:

Default for Personality

This selects from the other tab key actions below according to the chosen keyboard personality, current file type, and in some cases the position of the caret within the file. In all non-Python files, the default is Move to Next Tab Stop. In Python files, the defaults are as follows by keyboard personality:

- **Normal**: Smart Tab
- **VI/VIM**: Move to Next Tab Stop
- **Emacs**: Indent to Match
- **Brief**: Smart Tab
- **Visual Studio**: Move to Next Tab Stop
- **OS X**: Smart Tab

Indent to Match

This indents the current line or selected lines to position them at the computed indent level for their context in the file.

Move to Next Tab Stop

This enters indentation characters matching the current file's style of indentation so that the caret reaches the next tab stop.

Indent Region

This enters indentation characters matching the current file's style of indentation to increase the indentation of the current line or selected lines by one level.

Insert Tab Character

This inserts a Tab character (chr(9)) into the file.

Smart Tab

This option is available for Python files only. It implements the following behavior for the tab key:

1. When the caret is within a line or there is a non-empty selection, this performs Indent to Match. When the line or lines are already at the matching position, indentation is toggled between likely positions as follows:

    a. If a comment precedes the current line or selection, then indentation will match the position of the prior non-comment code line (if any).
    b. If multiple nested blocks match an 'else', 'elif', 'except', or 'finally', then indentation will match the position of the enclosing blocks (traversing each in outward order).

    b. In other cases, indentation is reduced by one level.
2. When the caret is at the end of a non-empty line and there is no selection, one indent level is inserted. The **Smart Tab End of Line Indents** preference can be used to alter the type of indentation used or to disable this aspect of the Smart Tab feature.

4.9.6. Checking Indentation

Wing IDE analyzes existing indentation whenever it opens a Python source file, and will indicate a potentially problematic mix of indentation styles, allowing you to attempt to repair the file. Files can be inspected more closely or repaired at any time using the Indentation Manager.

To turn off indentation warnings in Python files, use the **Show Python Indent Warnings** preference.

Wing also indicates suspiciously mismatched indentation in source code by underlining the indent area of the relevant lines in red or yellow. In this case, an error or warning message is displayed when the mouse hovers over the flagged area of code.

4.9.7. Changing Block Indentation

Wing provides **Indent** and **Outdent** commands in the **Indentation** portion of the Source menu, which increase or decrease the level of indentation for selected blocks of text. All lines that are included in the current text selection are moved, even if the entire line isn't selected.

Indentation placed by these commands will contain either only spaces, only tabs, or a mixture of tabs and spaces, as determined by the method described in Indentation.

> ***Note***
>
> **Indenting to Match**
>
> The command **Indent Lines to Match** (also in the **Indentation** sub-menu) will indent or outdent the current line or selected lines to the level as a unit so that the first line is positioned as it would have been positioned by Wing's auto-indentation facility. This is very useful when moving around blocks of code.

4.9.8. Indentation Manager

The Indentation manager, accessible from the **Tools** menu, can be used to inspect and change indentation style in source files. It has two parts: (1) The indentation report, and (2) the indentation converter.

A report on the nature of existing indentation found in your source file is given above the horizontal divider. This includes the number of spaces-only, tabs-only, and mixed tabs-and-space indents found, information about whether indentation in the file may be problematic to the Python interpreter, and the tab and indent size computed for that file. The manager also provides information about where the computed tab and indent size value come from (for example, an empty file results in use of the defaults configured in preferences).

Conversion options for your file are given below the horizontal divider. The three tabs are used to select the type of conversion desired, and each tab contains information about the availability and action of that conversion, and a button to start the conversion. In some of the conversion options, the indent size field shown in the indentation report is made editable, to allow specification of the desired resulting indent size.

Once conversion is complete, the indentation manager updates to display the new status of the file, and action of any subsequent conversions.

Conversions can be undone be moving to the converted source file and selecting **Undo** from the **Edit** menu.

4.10. Folding

The editor supports optional folding for Python, C, C++, Java, Javascript, HTML, Eiffel, Lisp, Ruby, and a number of other file formats. This allows you to visually collapse logical hierarchical sections of your code while you are working in other parts of the file.

You can turn folding on and off as a whole with the **Enable Folding** preference.

The **Fold Line Mode** preference can be used to determine whether or not a horizontal line is drawn at fold points, whether it is drawn above or below the fold point, and whether it is shown when the fold point is collapsed or expanded. **Fold Indicator Style** is used to select the look of the fold marks shown at fold points.

Once folding is turned on, an additional margin appears to the left of source files that can be folded. Left mouse click on one of the fold marks in this margin to collapse or expand that fold point. Right mouse clicking anywhere on the fold margin displays a context menu with the various folding operations.

You can also hold down the following key modifiers while left-clicking to modify the folding behavior:

- **Shift** -- Clicking on any fold point while holding down the shift key will expand that point and all its children recursively so that the maximum level of expansion is increased by one.
- **Ctrl** -- Clicking on any fold point while holding down the ctrl key will collapse that point and all its children recursively so that the maximum level of expansion is decreased by one.
- **Ctrl+Shift** -- On a currently expanded fold point, this will collapse all child fold points recursively to maximum depth, as well as just the outer one. When the fold point is subsequently re-expanded with a regular click, its children will appear

collapsed. Ctrl-shift-click on a collapsed fold point will force re-expansion of all children recursively to maximum depth.

Fold commands are also available in the **Folding** section of the **Source** menu, which indicates the key equivalents assigned to the operations:

- **Toggle Current Fold** -- Like clicking on the fold margin, this operates on the first fold point found in the current selection or on the current line.
- **Collapse Current More** -- Like ctrl-clicking, this collapses the current fold point one more level than it is now.
- **Expand Current More** -- Like shift-clicking, this expands the current fold point one more level than it is now.
- **Collapse Current Completely** -- Like shift-ctrl-clicking on an expanded node, this collapses all children recursively to maximum depth.
- **Expand Current Completely** -- Like shift-ctrl-clicking on a collapsed node, this ensures that all children are expanded recursively to maximum depth.
- **Collapse All** -- Unconditionally collapse the entire file recursively.
- **Expand All** -- Unconditionally expand the entire file recursively.
- **Fold Python Methods** -- Fold up all methods in all classes in the file.
- **Fold Python Classes** -- Fold up all classes in the file.
- **Fold Python Classes and Defs** -- Fold up all classes and any top-level function definitions in the file.

4.11. Brace Matching

Wing will highlight matching braces in green when the cursor is adjacent to a brace. Mismatched braces are highlighted in red.

You can cause Wing to select the entire contents of the innermost brace pair from the current cursor position with the Match Braces item in the Source menu.

Parenthesis, square brackets, and curly braces are matched in all files. Angle brackets (**<** and **>**) are matched also in HTML and XML files.

4.12. Support for files in .zip or .egg files

Source and other text files stored in .zip or .egg files may be loaded into the editor as readonly files. Wing is unable to write changes to a file within a .zip or .egg file or otherwise write to or create a .zip or .egg file.

When stepping through code, using goto definition, or using other methods to goto a line in a file, a file within a .zip or .egg file will be opened automatically. To open a file

through the open file dialog, specify the name of the .zip or .egg file and add a **/** followed by the name of the file to open.

4.13. Keyboard Macros

The Edit menu contains items for starting and completing definition of a keyboard or command sequence macro, and for executing the most recently defined macro. Once macro recording is started, any keystroke or editor command is recorded as part of that macro, until macro recording is stopped again. Most commands may be included in macros, as well as all character insertions and deletions.

Macros can be quite powerful by combining keyboard-driven search (**Mini-search** in the **Edit** menu), cursor movements, and edits.

4.14. Notes on Copy/Paste

There are a number of ways to cut, copy, and paste text in the editor:

- Use the Edit menu items. This stores the copy/cut text in the system-wide clipboard and can be pasted into or copied from other applications.
- Use key equivalents as defined in the Edit menu.
- Right-click on the editor surface and use the items in the popup menu that appears.
- Select a range of text and drag it using the drag and drop feature. This will move the text from its old location to the new location, either within or between editors.
- On Linux, select text anywhere on the display and then click with the middle mouse button to insert it at the point of click.
- On Windows and Mac OS X, click with the middle mouse button to insert the current emacs private clipboard (if in emacs mode and the buffer is non-empty) or the contents of the system-wide clipboard (in all other cases). This behavior may be disabled via the **Middle Mouse Paste** preference
- In emacs mode, ctrl-k (**kill-line**) will cut one line at a time into the private emacs clipboard. This is kept separate from the system-wide clipboard and is pasted using ctrl-y (**yank-line**). On Windows and Mac OS X, ctrl-y will paste the contents of the system-wide clipboard only if the emacs clipboard is empty.
- In VI mode, named text registers are supported.

It is important to note which actions use the system-wide clipboard, which use the emacs private clipboard or VI registers, and which use the X windows selection (X Windows only). Otherwise, these commands are interchangeable in their effects.

Smart Copy

Wing can be configured to copy or cut the whole current line when there is no selection on the editor. This is done with **On Empty Selection** in the **Editor > Clipboard** preference group. The default is to use the whole line on copy but not cut.

4.15. Auto-reloading Changed Files

Wing's editor detects when files have been changed outside of the IDE and can reload files automatically, or after prompting for permission. This is useful when working with an external editor, or when using code generation tools that rewrite files.

Wing's default behavior is to automatically reload externally changed files that have not yet been changed within Wing's source editor, and to prompt to reload files that have also been changed in the IDE.

You can change these behaviors by setting the value of the **Reload when Unchanged** and **Reload when Changed** preferences

On Windows, Wing uses a signal from the OS to detect changes so notification or reload is usually instant. On Linux and Unix, Wing polls the disk by default every 3 seconds; this frequency can be changed with the **External Check Freq** preference.

4.16. Auto-save

The source code editor auto-saves files to disk every few seconds. The auto-save files are placed in a subdirectory of your User Settings Directory.

If Wing ever crashes or is killed from the outside, you can use these files to manually recover any unsaved changes. Copy the auto-save files to overwrite the older unsaved files, doing a comparison first to verify that the auto-save file is what you want.

Search/Replace

Wing provides a number of tools for search and replace in your source code. Which you use depends on the complexity of your search or replace task and what style of searching you are most familiar with.

5.1. Toolbar Quick Search

One way to do simple searches is to enter text in the search area of the toolbar. This scrolls as you type to the next match found after the current cursor position. Pressing **Enter** will search for each subsequent match, wrapping the search when the end of the file is reached.

Text matching during toolbar quick search is case-insensitive unless you enter a capital letter as part of your search string.

If focus is off the toolbar search area and it already contains a search string, clicking on it will immediately start searching in the current source editor for the next match. If you wish to search for another string instead, delete the text and type the desired search string. As you delete, the match position in the editor will proceed backward until it reaches your original search start position, so that after typing your new search string you will be presented with the first match after the original source editor cursor position.

5.2. Keyboard-driven Mini-Search/Replace

The Edit menu contains a Mini-Search sub-menu that enumerates the available keyboard-driven search options. These are normally initiated with the keyboard command sequences shown in the menu and can be controlled entirely by using the keyboard. All interaction with the mini-search manager occurs using data entry areas displayed on demand at the bottom of the IDE window.

The implementation of the mini-search manager is very close to the most commonly used search and replace features found in Emacs, but it is available whether or not the Emacs editor personality is being used.

The following search and replace features are available in this facility:

- **Forward** and **Backward** -- These display a search string entry area at the bottom of the IDE window and interactively search forward or backward in the current source editor, starting from the current cursor position. The search takes place as you type and can be aborted with **Esc** or **Ctrl-G**, which returns the editor to its original cursor location and scroll position.

  Searching is case-insensitive unless you enter a capital letter as part of your search string. To search repeatedly, press **Ctrl-U** (or **Ctrl-S in emacs keyboard mode) to search forward and ``Ctrl-Shift-U** (or **Ctrl-R** in emacs mode) to search in reverse. The search direction can be changed any number of times and searching will wrap whenever the top or bottom of the file is reached. You can also enter **Ctrl-U** (or **Ctrl-S** in emacs mode) or **Ctrl-Shift-U** (or

Ctrl-R in emacs mode) again initially while the search string is still blank in order to call up the most recently used search string and begin searching forward or backward with it.

Once the mini-search entry area is visible, **Ctrl-W** will add the current word in the editor to the search string. Pressing **Ctrl-W** more than once while the mini-search entry is visible adds additional words from the editor to the search string.

- **Selection Forward** and **Selection Backward** -- These work like the above but start with the selection in the current source editor.
- **Regex Forward** and **Regex Backward** -- These work like the above but treat the search string as a regular expression.
- **Query/Replace** and **Regex Query/Replace** -- This prompts for search and replace strings in an entry area at the bottom of the IDE window and prompts for replace on each individual match found after the cursor location in the current source editor. Press **y** to replace or **n** to skip a match and move on to the next one. The interaction can be canceled at any time with **Esc** or **Ctrl-G**. Matching is case insensitive unless a capital letter is entered as part of the search string. Searching is always forward and stops when the end of the file is reached, without wrapping to any un-searched parts between the top of the file and the position from which the search was started.
- **Replace String** and **Replace Regex** -- This works like the above command but immediately replaces all matches without prompting.

5.3. Search Tool

The dockable **Search** tool can be used for more advanced search and replace tasks within the current editor. It provides the ability to customize case sensitivity and whole/part word matching, search in selection, and perform wildcard or regex search and replace.

The **Replace** field may be hidden and can be shown from the **Options** menu in the bottom right of the tool.

To the right of the **Search** and **Replace** fields, Wing makes available a popup that contains a history of previously used strings, options for inserting special characters, and an option for expanding the size of the entry area.

The following search options can be selected from the tool:

- **Case Sensitive** -- Check this option to show only exact matches of upper and lower case letters in the search string.

- **Whole Words** -- Check this option to require that matches are surrounded by white space (spaces, tabs, or line ends) or punctuation other than _ (underscores).
- **In Selection** -- Search for matches only within the current selection on the editor.

The following additional options are available from the Options popup menu:

- **Show Replace** -- Whether or not the Replace field is visible in the tool.
- **Text Search** -- Select this to do a regular text search without wildcard or regex.
- **Wildcard Search** -- Select this to allow use of special characters for wildcarding in the search string (see Wildcard Search Syntax for details).
- **Regex Search** -- Select this to use regular expression style searching. This is a more powerful variant than wildcard search that allows for more complex specification of search matches and replacement values. For information on the syntax allowed for the search and replace strings, see Python's Regular Expression Syntax documentation. In this mode, the replace string can reference regex match groups with **\1**, **\2**, etc, as in the Python **re.sub()** call.
- **Wrap Search** -- Uncheck this to avoid wrapping around when the search reaches the top or bottom of a file.
- **Incremental** -- Check this to immediately start or restarted searching as you type or alter search options. When unchecked, use the forward/backward search buttons to initiate searching.
- **Find After Replace** -- Select this to automatically find the next search match after each Replace operation.

5.4. Search in Files Tool

The dockable **Search in Files** tool is used to search and replace within sets of files, or for searching Wing's documentation. It performs searches in batch and displays a result list for all found matches. This list can then be traversed to view the matches in the source editor, and is automatically updated as edits alter the search results. Searching may span the current editor, a single selected file, all open files, all project files, all of Wing's documentation, or sets of files on disk.

Files in a set may be filtered by file type, for example searching only through Python files in the project.

In addition the options also available in the search tool, the following choices are available in the **Options** popup menu:

- **Replace Operates On Disk** -- Check this to replace text in un-opened files directly on disk. Caution: see Replace in Multiple Files for details on this option.

- **Recursive Directory Search** -- Check this to search recursively within all sub-directories of the selected search directory.
- **Omit Binary Files** -- Check this to omit any file that appears to contain binary data.
- **Auto-restart Searches** -- Check this to restart searching immediately if it is interupted because a search parameter or the set of files being searched is changed.
- **Open First Match** -- Check this to automatically open the first batch search match, even before the result list is clicked upon.
- **Show Line Numbers** -- Check this to include line numbers in the batch result area.
- **Result File Name** -- This is used to select the format of the result file name shown in the batch result area.

5.4.1. Replace in Multiple Files

For searches that operate on open files, replace always occurs in the open file editor and can be undone or saved to disk subsequently, as with any other edit operation.

When replacing text in batch mode, some of the files being searched may not currently be open in an editor. In this case, Wing will by default open all altered files and make changes in newly created editors that remain open until the user saves and closes them explicitly. This is the safest way to undertake multi-file global replace operations because it clearly shows which files have been altered and makes it possible to undo changes.

An alternative approach is available by selecting the **Replace Operates on Disk** option from the **Options** popup. This will cause Wing to change files directly on disk in cases when there is no currently open editor.

Because global replace operations can be tricky to do correctly, we *strongly* recommend using a revision control system or frequent backups and manually comparing file revisions before accepting files that have been altered.

5.5. Wildcard Search Syntax

For wild card searches in the Search tools, the following syntax is used:

***** can be used to match any sequence of characters except for line endings. For example, the search string **my*value** would match anything within a single line of text starting with **my** and ending with **value**. Note that ***** is "greedy" in that **myinstancevalue = myothervalue** would match as a whole rather than as two matches. To avoid this, use Regex Search instead with **.*?** instead of *****.

? can be used to match any single character except for line endings. For example, **my???value** would match any string starting with **my** followed by three characters, and ending with **value**.

[and **]** can be used to indicate sets of match characters. For example **[abcd]** matches any one of **a**, **b**, **c**, or **d**. Also, **[a-zA-Z]** matches any letter in the range from **a** to **z** (inclusive), either lower case or uppercase. Note that case specifications in character ranges will be ignored unless the **Case Sensitive** option is turned on.

Interactive Python Shell

Wing provides an integrated Python Shell for execution of commands and experimental evaluation of expressions. The version of Python used in the Python Shell, and the environment it runs with, is configured in your project using Project Properties.

This shell runs a separate Python process that is independent of the IDE and functions without regard to the state of any running debug process.

Convenient ways to run parts of your source code in the shell include:

Copy/Paste part of a file -- Wing will automatically adjust leading indentation so the code can be executed in the shell.

Drag and Drop part of a file -- This works like Copy/Paste.

Evaluate File in Python Shell -- This command in the **Source** menu will evaluate the top level of the current file in the shell.

Evaluate Selection in Python Shell -- The command in the **Source** menu and editor's context menu (right-click) will evaluate the current selection in the shell.

Options menu This menu in the Python Shell tool contains items for evaluating the current file or selection

In the Python Shell, the **Up** and **Down** arrow keys will traverse the history of the code you have entered and the return key will either execute the code if it is complete or prompt for another line if it is not. **Ctrl-Up** and **Ctrl-Down** will move the cursor up and down and **Ctrl-Return** will insert a new line character at the cursor position.

To restart the Python Shell, select **Restart Shell** from the **Options** menu in the top right of the tool. This will terminate the external Python process and restart it, clearing and resetting the state of the shell.

To save the contents of the shell, use **Save a Copy** in the Options menu or right-click context menu. The right-click context menu also provides items for copying and pasting text in the shell.

To preload some code into the Python Shell when it is started, you can set the **PYTHONSTARTUP** environment variable, as supported by the Python Shell outside of Wing IDE.

6.1. Python Shell Auto-completion

Wing's Python Shell includes auto-completion, which can be a powerful tool for quickly finding and investigating functionality at runtime, for the purposes of code learning, or in the process of crafting new code. The Python Shell's completer is fueled by introspection of the runtime environment.

The Source Assistant will display details for the currently selected item in the auto-completer within the Python Shell. This provides quick access to the documentation and call signature of functions and methods that are being invoked.

Goto-definition will also work in the Python Shell, using a combination of live runtime state and static analysis to attempt to find the definition of the symbol or its type.

6.2. Python Shell Options

The **Options** menu in the Python Shell contains some settings that control how the Python Shell works:

- **Wrap Lines** causes the shell to wrap long output lines in the display
- **Filter history by entered prefix** controls whether the history will be filtered by the string between the prompt an the cursor. If history is filtered and **a** is entered at the prompt, the up arrow will find the most recent history item starting with **a**
- **Evaluate Whole Lines** causes Wing to round up the selection to the nearest line when evaluating selections, making it easier to select the desired range
- **Auto-restart when Evaluate File** causes Wing to automatically restart the shell before evaluating a file, so that each evaluation is made within a clean new environment.

Debugger

Wing's debugger provides a powerful toolset for rapidly locating and fixing bugs in single-threaded or multi-threaded Python code.

The debugger is built around a TCP/IP client/server design that supports launching your application not just from Wing itself but also externally, as with CGI scripts or code running in an embedded scripting facility within a larger application. Remote (host to host) debugging is also provided.

Because the debugger core is written in optimized C, debug overhead is relatively low; however, you should expect your programs to run about 50% slower within the debugger.

7.1. Quick Start

Wing IDE can be used to debug all sorts of Python code, including scripts and stand-alone applications written with wxPython, Tkinter, PyQt, PyGTK, and pygame. Wing can also debug web CGIs including those running under mod_python, code running under Zope, Plone, Turbogears, Django, Paste/Pylons, Twisted, and code running in an embedded Python interpreter.

This section describes how to debug stand-alone scripts and applications that can be launched from within Wing IDE. If you wish to debug web CGIs within the web server, web servlets, or embedded Python scripts, please refer to Debugging Externally Launched Code and, for remote host-to-host debugging, see Remote Debugging.

Before debugging, you will need to install Python on your system if you have not already done so. Python is available from www.python.org.

To debug Python code with Wing, open up the Python file and select **Start / Continue** from the Debug menu. This will run to the first breakpoint, unhandled exception, or until the debug program completes. Select **Step Into** instead to run to the first line of code.

Use the Debug I/O tool to view your program's output, or to enter values for input to the program. If your program depends on characteristics of the Windows Console or a particular Linux/Unix shell, see External I/O Consoles for more information.

In some cases, you may also need to enter a **PYTHONPATH** and other environment values using the **Project Properties** dialog available from the Project menu. This can also be used to specify which Python executable should be used to run with your debug process. Use this if Wing IDE cannot find Python on your system or if you have more than one version of Python installed.

To set breakpoints, just click on the leftmost part of the margin next to the source code.

7.2. Specifying Main Entry Point

Normally, Wing will start debugging in whatever file you have active in the frontmost editor. Depending on the nature of your project, you may wish to specify a file as the default debug entry point. This is done with **Set Current As Main Debug File** in the **Debug** menu, by right clicking on a file in the Project tool and selecting **Set As Main Debug File**, or by setting **Main Entry Point** in Project Properties.

When a main debug entry point is specified, it is used whenever you start the debugger, except when using **Debug Current File** in the **Debug** menu, or when right-clicking on an entry in the project manager and choosing the **Debug Selected** context menu item.

Note that the path to the main debug file is highlighted in red in the project window.

The main entry point defined for a project is also used by the source code analysis engine to determine the python interpreter version and Python path to use for analysis. Thus, changing this value will cause all source files in your project to be reanalyzed from scratch. See section Source Code Analysis for details.

7.3. Debug Properties

In some cases, you may need to set project and per-file properties from the Project manager before you can debug your code. This is done to specify Python interpreter, **PYTHONPATH**, environment variables, command line arguments, start directory, and other values associated with the debug process. For details, see Project-Wide Properties and Per-file Properties.

7.4. Setting Breakpoints

Breakpoints can be set on source code by opening the source file and clicking on the breakpoint margin to the left of a line of source code. Right-clicking on the breakpoint margin will display a context menu with additional breakpoint operations and options. Alternatively, the **Debug** menu or the toolbar's breakpoint icons can be used to set or clear breakpoints at the current line of source (where the insertion cursor or selection is located).

7.5. Starting Debug

There are several ways in which to start a debug session from within Wing:

- Choose **Start / Continue** from the **Debug** menu or push the **Debug** icon in the toolbar. This will run the main debug file if one has been defined (described in Setting a Main Debug File), or otherwise the file open in the frontmost editor window. Execution stops at the first breakpoint or exception, or upon program completion.
- Choose **Step Into** from the **Debug** menu or push the **Step Into** icon in the toolbar. This will run the main debug file if one has been defined, or otherwise the file open in the frontmost editor window. Execution stops at the first line of code.
- Choose **Debug Current File** from the **Debug** menu or **Debug Selected** from the right-click popup menu on the Project tool to run a specific file regardless of

whether a main debug file has been specified for your project. This will stop on the first breakpoint or exception, or upon program completion.

- Choose **Run to Cursor** from the **Debug** menu or toolbar. This will run the main debug file if one has been defined or otherwise the file open in the frontmost editor window. Execution continues until it reaches the line selected in the current source text window, until a breakpoint or exception is encountered, or until program completion.
- Use **Debug Recent** in the **Debug** menu to select a recently debugged file. This will stop on the first breakpoint or exception, or upon program completion.
- Use one of the key bindings given in the **Debug** menu.

Additional options exist for initiating a debug session from outside of Wing and for attaching to an already-running process. These are described in sections Debugging Externally Launched Code and Attaching, respectively.

Once a debug process has been started, the status indicator in the lower left of the window should change from white or grey to another color, as described in Debugger Status.

7.6. Debugger Status

The debugger status indicator in the lower left of editor Windows is used to display the state of the debugger. Mousing over the bug icon shows expanded debugger status information in a tool tip. The color of the bug icon summarizes the status of the debug process, as follows:

- **White** -- There is no debug process, but Wing is listening for a connection from an externally launched process.
- **Gray** -- There is no debug process and Wing is not allowing any external process to attach.
- **Green** -- The debug process is running.
- **Yellow** -- The debug process is paused or stopped at a breakpoint.
- **Red** -- The debug process is stopped at an exception.

The current debugger status is also appended to the Debugger status group in the IDE's **Messages** tool.

7.7. Flow Control

Once the debugger is running, the following commands are available for controlling further execution of the debug program from Wing. These are accessible from the tool bar and the **Debug** menu:

- At any time, a freely running debug program can be paused with the **Pause** item in the **Debug** menu or with the pause tool bar button. This will stop at the current point of execution of the debug program.
- At any time during a debug session, the **Stop Debugging** menu item or toolbar item can be used to force termination of the debug program. This option is disabled by default if the current process was launched outside of Wing. It may be enabled for all local processes by using the **Kill Externally Launched** preference.

When stopped on a given line of code, execution can be controlled as follows from the **Debug** menu or tool bar:

Step Over will step over a single byte code operation in Python. This may not leave the current line if it contains something like a list comprehension or single-line for loop.

Step Into will attempt to step into the next executed function on the current line of code. If there is no function or method to step into, this command acts like Step Over.

Step Out will complete execution of the current function or method and stop on the first instruction encountered after returning from the current function or method.

Continue will continue execution until the next breakpoint, exception, or program termination

Run To Cursor will run to the location of the cursor in the frontmost editor, or to the next breakpoint, exception, or program termination.

7.8. Viewing the Stack

Whenever the debug program is paused at a breakpoint or during manual stepping, the current stack is displayed in the **Call Stack** tool. This shows all program stack frames encountered between invocation of the program and the current run position. Outermost stack frames are higher up on the list.

When the debugger steps or stops at a breakpoint or exception, it selects the innermost stack frame by default. In order to visit other stack frames further up or down the stack, select them in the **Call Stack** tool. You may also change stack frames using the **Up Stack** and **Down Stack** items in the **Debug** menu, the up/down tool bar icons, the stack selector popup menus the other debugging tools.

When you change stack frames, all the tools in Wing that reference the current stack frame will be updated, and the current line of code at that stack frame is presented in an editor window.

To change the type of stack display, right-click on the **Call Stack** tool and select from the options for the display and positioning of the code line excerpted from the debug process.

When an exception has occurred, a backtrace is also captured by the **Exceptions** notification tool, where it can be accessed even after the debug process has exited.

7.9. Viewing Debug Data

Wing IDE allows you to inspect locals and globals using the **Stack Data** tool. This area displays values for the currently selected stack frame.

> ***Note***
>
> **Values Fetched on Demand**
>
> The variable data displayed by Wing is fetched from the debug server on the fly as you navigate. Because of this, you may experience a brief delay when a change in an expansion or stack frame results in a large data transfer.
>
> For the same reason, leaving large amounts of debug data visible on screen may slow down stepping through code.

7.9.1. Stack Data View

The **Stack Data** debugger tool contains a popup menu for selecting thread (in multi-threaded processes) and accessing the current debug stack, a tree view area for browsing variable data in locals and globals, and a textual view area for inspecting large data values that are truncated on the tree display.

Simple values, such as strings and numbers, and values with a short string representation, will be displayed in the value column of the tree view area.

Strings are always contained in **""** (double quotes). Any value outside of quotes is a number or internally defined constant such as **None** or **Ellipsis**.

Integers can be displayed as decimal, hexadecimal, or octal, as controlled by the **Integer Display Mode** preference.

Complex values, such as instances, lists, and dictionaries, will be presented with an angle-bracketed type and memory address (for example, **<dict 0x80ce388>**) and can be expanded by clicking on the expansion indicator in the **Variable** column. The

memory address uniquely identifies the construct. If you see the same address in two places, you are looking at two object references to the same instance.

If a complex value is short enough to be displayed in its entirety, the angle-bracketed form is replaced with its value, for example **{'a': 'b'}** for a small dictionary. These short complex values can still be expanded in the normal way.

Upon expansion of complex data, the position or name of each sub-entry will be displayed in the **Variable** column, and the value of each entry (possibly also complex values) will be displayed in the **Value** column. Nested complex values can be expanded indefinitely, even if this results in the traversal of cycles of object references.

Once you expand an entry, the debugger will continue to present that entry expanded, even after you step further or restart the debug session. Expansion state is saved for the duration of your Wing IDE session.

When the debugger encounters a long string, it will be truncated in the **Value** column. In this case, the full value of the string can be viewed in the textual display area at the bottom of the Stack Data tool, which is accessed by right-clicking on a value and selecting **Show Detail**. The contents of the detail area is updated when other items in the Stack Data tool are selected.

> ***Note***
>
> **Opaque Data**
>
> Some data types, such as those defined only within C/C++ code, or those containing certain Python language internals, cannot be transferred over the network. These are denoted with **Value** entries in the form **<opaque 0x80ce784>** and cannot be expanded further.

7.9.1.1. Popup Menu Options

Right-clicking on the surface of the Stack Data view displays a popup menu with options for navigating data structures:

- **Show/Hide Detail** -- Used to quickly show and hide the split where Wing shows expanded copies of values that are truncated on the main debug data view (click on items to show their expanded form).

- **Expand More** -- When a complex data value is selected, this menu item will expand one additional level in the complex value. Since this expands a potentially large number of values, you may experience a delay before the operation completes.
- **Collapse More** -- When a complex data value is selected, this menu item will collapse its display by one additional level.
- **Force Reload** -- This forces Wing IDE to reload the displayed value from the debug process. This is useful in cases where Wing is showing an evaluation error or when the debug program contains instances that implement **__repr__** or similar special methods in a way that causes the value to change when subjected to repeated evaluation.

7.9.1.2. Filtering Value Display

There are a number of ways in which the variable displays can be configured:

- Wing lets you prune the variable display area by omitting all values by type, and variables or dictionary keys by name. This is done by setting the two preferences, **Omit Types** and **Omit Names**.
- You can also tell Wing to avoid probing certain values by data type. This is useful to avoid attempting expansion of data values defined in buggy extension modules, which can lead to crashing of the debug process as the debugger invokes code that isn't normally executed. This preference is also respected during introspection of the runtime state for auto-completion and other features in the IDE. To add values to avoid, set preference **Do Not Expand**.
- Wing provides control over size thresholds above which values are considered too large to move from the debug process into the variable display area. Values found to be too large are annotated as **huge** in the variable display area and cannot be expanded further. The data size thresholds are controlled with preferences **Huge List Threshold** and **Huge String Threshold**.
- By default Wing will display small items on a single line in the variable display areas, even if they are complex types like lists and maps. The size threshold used for this is controlled with preference **Line Threshold**. If you want all values to be shown uniformly, this preference should be set to **0**.

7.9.2. Problems Handling Values

The Wing debugger tries to handle debug data as gently as possible to avoid entering into lengthy computations or triggering errors in the debug process while it is packaging debug data for transfer. Even so, not all debug data can be shown on the display. This section describes each of the reasons why this may happen:

Wing may time out handling a value -- Large data values may hang up the debug server process during packaging. Wing tries to avoid this by carefully probing an object's size before packing it up. In some cases, this does not work and Wing will wait for the data for the duration set by the **Network Timeout** preference and then will display the variable value as **<network timeout during evaluate>**.

Wing may encounter values too large to handle -- Wing will not package and transfer large sequences, arrays or strings that exceed the size limits set by **Huge List Threshold** and **Huge String Threshold** preferences. On the debugger display, oversized sequences and arrays are annotated as **huge** and **<truncated>** is prepended to large truncated strings.

To avoid this, increase the value of the threshold preferences, but be prepared for longer data transfer times. Note that setting these values too high will cause the debugger to time out if the **Network Timeout** value isn't also increased.

Wing may encounter errors during data handling -- Because Wing makes assignments and comparisons during packaging of debug data, and because it converts debug data into string form, it may execute special methods such as **__cmp__** and **__str__** in your code. If this code has bugs in it, the debugger may reveal those bugs at times when you would otherwise not see them.

The rare worst case scenario is crashing of the debug process if flawed C or C++ extension module code is invoked. In this case, the debug session is ended.

More common, but still rare, are cases where Wing encounters an unexpected Python exception while handling a debug data value. When this happens, Wing displays the value as **<error handling value>**.

These errors are not reported as normal program errors in the Exceptions tool. However, extra output that may contain the exception being raised can be obtained by setting the **Debug Internals Log File** preference.

Stored Value Errors

Wing remembers errors it encounters on debug values and stores these in the project file. These values will not be refetched during subsequent debugging, even if Wing is quit and restarted.

To override this behavior for an individual value, use the **Force Reload** item in the right-click context menu on a data value.

To clear the list of all errors previously encountered so that all values are reloaded, use the **Clear Stored Value Errors** item in the **Debug** menu. This operates only on the list of errors known for the current debug file, if a debug session is active, or for the main debug file, if any, when no debug process is running.

7.10. Debug Process I/O

While running under the Wing debugger, any output from **print** or any writes to **stdout** or **stderr** will be seen in the **Debug I/O** tool. This is also where you enter keyboard input, if your debug program requests any with **input()** or **raw_input()** or by reading from **stdin**.

The code that services debug process I/O does two things: (1) any waits on **sys.stdin** are multiplexed with servicing of the debug network socket, so that the debug process remains responsive to Wing IDE while waiting for keyboard input, and (2) in some cases, I/O is redirected to another window.

For a debug process launched from within Wing, keyboard I/O always occurs either in the Debug I/O tool or in a new external console that is created before the debug process is started. This can be controlled as described in External I/O Consoles. Using an external console is recommended when printing very large amounts of output from a debug process.

Debug processes launched outside of Wing, using **wingdbstub**, always do their keyboard I/O through the environment from which they were launched (whether that's a console window, web server, or any other I/O environment).

7.10.1. External I/O Consoles

In cases where the debug process requires specific characteristics provided by the Windows Console or specific Linux/Unix shell, or to better handle very large amounts of debug process output, you can redirect debug I/O to a new external window using the **Use External Console** preference.

The most effective way to keep the external console visible after the debug process exits is to place a breakpoint on the last line of your program. Alternatively, enable the **External Console Waits on Exit** preference. However, this can result in many external consoles being displayed at once if you do not press enter inside the consoles after each debug run.

On Linux/Unix it is possible to select which console applications will be tried for the external console by altering the **External Consoles** preference.

Windows always uses the standard DOS Console that comes with your version of Windows.

7.10.2. Disabling Debug Process I/O Multiplexing

Wing alters the I/O environment in order to make it possible to keep the debug process responsive while waiting for I/O. This code mimics the environment found outside of the debugger, so any code that uses only Python-level I/O does not need to worry about this change of environment.

There are however several cases that can affect users that bypass Python-level I/O by doing C/C++ level I/O from within an extension module:

- Any C/C++ extension module code that does standard I/O calls using the C-level **stdin** or **stdout** will bypass Wing's I/O environment (which affects only Python-level **stdin** and **stdout**). This means that waiting on **stdin** in C or C++ code will make the debug process unresponsive to Wing, causing time out and termination of the debug session if you attempt to Pause or alter breakpoints at that time. In this case, redirection of I/O to the debugger I/O tool and Debug Probe (in Wing Pro only) will also not work.
- On all platforms, calling C-level **stdin** from multiple threads in a multi-threaded program may result in altered character read order when running under the Wing debugger.
- When debugging on win32, calling C-level **stdin**, even in a single-threaded program, can result in a race condition with Wing's I/O multiplexer that leads to out-of-order character reads. This is an unavoidable result of limitations on multiplexing keyboard and socket I/O on this platform.

If you run into a problem with keyboard I/O in Wing's debugger, you should:

1. Turn off Wing's I/O multiplexer by setting the **Use sys.stdin Wrapper** preference to **False**.
2. Turn on the **Use External Console** preference (for details see External I/O Consoles)

Once that is done, I/O should work properly in the external console, but the debug process will remain unresponsive to Pause or breakpoint commands from Wing IDE whenever it is waiting for input, either at the C/C++ or Python level.

7.11. Debugging Multi-threaded Code

Wing's debugger can debug multi-threaded code, as well as single-threaded code. By default, Wing will debug all threads and will stop all threads if a single thread stops. If multiple threads are present in the debug process, the Stack Data tool (and in Wing Pro the Debug Probe and Watch tools) will add a thread selector popup to the stack selector.

Even though Wing tries to stop all threads, some may continue running if they do not enter any Python code. In that case, the thread selector will list the thread as running. It also indicates which thread was the first one to stop.

When moving among threads in a multi-threaded program, the Show Position icon shown in the toolbar during debugging (between the up/down frame icons) is a convenient way to return to the original thread and stopping position.

Whenever debugging threaded code, please note that the debugger's actions may alter the order and duration that threads are run. This is a result of the small added overhead, which may influence timing, and the fact that the debugger communicates with the IDE through a TCP/IP connection.

Selecting Threads to Debug

Currently, the only way to avoid stopping all threads in the debugger is to launch your debug process from outside Wing, import wingdbstub, and use the debugger API's **SetDebugThreads()** call to specify which threads to debug. All other threads will be entirely ignored. This is documented in Debugging Externally Launched Code and the API is described in Debugger API

An example of this can be seen in the file **DebugHttpServer.py** that ships with Wing's support for Zope and Plone. To see this, unpack the WingDBG archive found inside the **zope** directory in your Wing installation.

Note, however, that specifying a subset of threads to debug may cause problems in some cases. For example, if a non-debugged thread starts running and does not return control to any other threads, then Wing's debugger will cease to respond to the IDE and the connection to the debug process will eventually be closed. This is unavoidable as there is no way to preemptively force the debug-enabled threads to run again.

7.12. Managing Exceptions

By default, Wing's debugger stops at exceptions when they would be printed by the Python interpreter or when they are logged with **logging.exception**. Wing will also stop on all **AssertionError** exceptions, whether or not they are printed or logged, since these usually indicate a program error even if they are handled.

The **Debugger > Exceptions** preference group can be used to control how Wing approaches exception reporting. This includes the following preferences.

Exception Reporting Mode

The overall strategy for identifying and reporting exceptions is configured with the **Report Exceptions** preference. The following choices are available:

When Printed (default) -- The debugger will stop on exceptions at the time that they would have been printed out by the Python interpreter.

For code with catch-all exceptions written in Python, Wing may fail to report unexpected exceptions if the handlers do not print the exception. In this case, it is best to rewrite the catch-all handlers as described in Trouble-shooting Failure to Stop on Exceptions.

In this exception handling mode, any code in **finally** clauses, **except** clauses that reraise the exception, and **with** statement cleanup routines will be executed before the debugger stops because they execute before the traceback is printed.

Always Immediately -- The debugger will stop at every single exception immediately when it is raised. In most code this will be very often, since exceptions may be used internally to handle normal, acceptible runtime conditions. As a result, this option is usually only useful after already running close to code that requires further examination.

At Process Termination -- In this case, the debugger will make a best effort to stop and report exceptions that actually lead to process termination. This occurs just before or sometimes just after the process is terminated. The exception is also printed to **stderr**, as it would be when running outside of the debugger.

When working with an Externally Launched Debug Process , the **At Process Termination** mode may not be able to stop the debug process before it exits, and in some cases may even fail to show any post-mortem traceback at all (except as printed to **stderr** in the debug process).

Similarly, when working with wxPython, PyGTK, and similar environments that include a catch-all exception handler in C/C++ code, the **At Process Termination** mode will fail to report any unexpected exceptions occurring during the main loop because those exceptions do not actually lead to process termination.

Immediately if Appear Unhandled -- The debugger will attempt to detect unhandled exceptions as they are raised in your debug process, making it possible to view the program state that led to the exception and to step through subsequently reached **finally** clauses. This is done by looking up the stack for exception handlers written in Python, and reporting only exceptions for which there is no matching handler.

> ***Note***
>
> Because of changes in the Python implementation, this mode no longer works in Python versions 2.7+ and 3.0+.

The **Immediately if Appear Unhandled** mode works well with wxPython, PyGTK, and in most other code where unexpected exceptions either lead to program termination or are handled by catch-all exception handlers written in C/C++ extension module code.

In some cases, Wing's unhandled exception detector can report normal handled exceptions that are not seen outside of the debugger. This occurs when the exceptions are handled in C/C++ extension module code. Wing can be trained to ignore these by checking the **Ignore this exception location** check box in the debugger's **Exception** tool. Ignored exceptions are still reported if they actually lead to program termination, and your selection is remembered in your project file so only needs to be made once. Use **Clear Ignored Exceptions** from the **Debug** menu at any time to reset the ignore list to blank.

Reporting Logged Exceptions

The **Report Logged Exceptions in When Printed Mode** preference controls whether exceptions that are not printed but that are logged with a call to **logging.exception** will be reported by the default **When Printed** exception reporting mode. This preference is ignored in other exception reporting modes.

Exception Type Filters

The **Never Report** and **Always Report** preferences can be used to specify that certain exception types should never be reported at all, or always reported regardless of whether they are printed or logged. For example, by default Wing will never stop on **SystemExit** or **GeneratorExit** since these occur during normal program behavior, and Wing will always stop on **AssertionError** since this usually indicates a bug in code even if it is handled.

In some code, adding **NameError** or **AttributeError** to the **Always Report** list may help uncover bugs; however, this may not work if these are treated as normal expected exceptions by the authors of the code and there are too many such cases to ignore them with the **Ignore this exception location** checkbox in the **Exceptions** tool.

Advanced Debugging Topics

This chapter collects documentation of advanced debugging techniques, including debugging externally launched code, and using Wing's debugger together with a debugger for C/C++ code.

See also the collection of How-Tos for tips of working with specific third party libraries and frameworks for Python.

8.1. Debugging Externally Launched Code

This section describes how to start debugging from a process that is not launched by Wing. Examples of debug code that is launched externally include CGI scripts or web servlets running under a web server and embedded Python scripts running inside a larger application.

8.1.1. Importing the Debugger

The following step-by-step instructions can be used to start debugging in externally launched code that is running on the same machine as Wing IDE:

1. Copy **wingdbstub.py** from the Wing IDE installation directory into the same directory as your debug program.
2. In some cases, you will also need to copy the file **wingdebugpw** from your User Settings Directory into the same directory as **wingdbstub.py**. This is needed when running the debug process as a different user or in a way that prevents the debug process from reading the **wingdebugpw** file from within your User Settings Directory.
3. At the point where you want debugging to begin, insert the following source code: **import wingdbstub** Depending on your code base, you may need to be cautious about whether this statement is reached by multiple processes. If this happens, the first process will connect to Wing and the second one will fail to connect and continue running without debug. If you are debugging code in an embedded Python instance, see the notes in Debugging Embedded Python Code.
4. Make sure the Wing IDE preference **Accept Debug Connections** is turned on, to allow connection from external processes.
5. Set any required breakpoints in your Python source code.
6. Initiate the debug program from outside Wing IDE, for example with a page load in your web browser, if the program is a web app. You should see the status indicator in the lower left of the main Wing IDE window to yellow, red, or green, as described in Debugger Status. Make sure that you are running the Python interpreter without the **-O** option. The debugger will not work when optimization is turned on.
7. The debugger should stop at the first breakpoint or exception found. If no breakpoint or exception is reached, the program will run to completion, or you can use the **Pause** command in the **Debug** menu.

> ***Note***
>
> **Enabling Process Termination**
>
> In some cases, you may wish to enable termination of debug processes that were launched from outside of Wing IDE. By default, Wing recognizes externally launched processes and disables process termination in these cases unless the **Kill Externally Launched** preference is enabled.

If you have problems making this work, try setting **kLogFile** variable in **wingdbstub.py** for log additional diagnostic information.

> ***Note***
>
> **Behavior on Failure to Attach to IDE**
>
> Whenever the debugger cannot contact Wing IDE (for example, if the IDE is not running or is listening on a different port), the debug program will be run without debugging. This is useful since debug-enabled CGIs and other programs should work normally when Wing is not present. However, you can force the debug process to exit in this case by setting the **kExitOnFailure** flag in **wingdbstub.py**.

8.1.2. Debug Server Configuration

In some cases you may also need to alter other preset configuration values at the start of **wingdbstub.py**. These values completely replace any values set in Wing's Project or File Properties, which are relevant only when the debug program is launched from within Wing. The following options are available:

- The debugger can be disabled entirely with **kWingDebugDisabled=1**. This is equivalent to setting the **WINGDB_DISABLED** environment variable before launching the debug program.
- Set **kWingHostPort** to specify the network location of Wing IDE, so the debugger can connect to it when it starts. This is equivalent to setting the **WINGDB_HOSTPORT** environment variable before launching the debug

program. The default value is **localhost:50005**. See section Remote Debugging for details if you need to change this value.

- You can control whether or not the debugger's internal error messages are written to a log file by setting **kLogFile**. Use **<stdout>**, **<stderr>**, or a file name. If the given file doesn't exist, it is created if possible. Note that using **<stderr>** may cause problems on Windows if the debug process is not running in a console. This is equivalent to setting the **WINGDB_LOGFILE** environment variable before launching the debug program (use a value of **-** to turn off logging to file).
- Set **kEmbedded** to **1** when debugging embedded scripts. In this case, the debug connection will be maintained across script invocations instead of closing the debug connection when the script finishes. When this is set to **1**, you may need to call **wingdbstub.debugger.ProgramQuit()** before your program exits, or before it discards an instance of Python, in order to cleanly close the debug connection to the IDE. This is equivalent to setting the environment variable **WINGDB_EMBEDDED**.
- Set **kAttachPort** to define the default port at which the debug process will listen for requests to attach (available in Wing IDE Professional only). This is equivalent to setting the **WINGDB_ATTACHPORT** environment variable before launching the debug program. If this value is less than 0, the debug process will never listen for attach requests. If it is greater than or equal to 0, this value is used when the debug process is running without being in contact with Wing IDE, as might happen if it initially fails to connect to the above-defined host and port, or if the IDE detaches from the process for a period of time.
- Set **kPWFilePath** and **kPWFileName** to define the search path and file name used to find a **wingdebugpw** file for the debugger. The environment variables **WINGDB_PWFILEPATH** and **WINGDB_PWFILENAME** will override these settings. The file path should be a Python list of strings if set in **wingdbstub.py** or a list of directories separated by the path separator (**os.pathsep**) when sent by environment variable. The string **$<winguserprofile>** may be used to specify Wing's User Settings Directory for the user that the debug process is running as. The password file name is usually **wingdebugpw** but may be changed in cases where this naming is inconvenient.
- Optionally, set **WINGHOME**, which is the Wing IDE installation directory (or on OS X **Contents/MacOS** within Wing's **.app** folder). This is set up during installation, but may need to be altered if you are running Wing from source or copied the debugger binaries over from another machine.

Setting any of the above-described environment variable equivalents will override the value given in the **wingdbstub.py** file.

8.1.3. Debugger API

A simple API can be used to control debugging more closely, once you have imported **wingdbstub.py** the first time, as was describe. This is useful in cases where you want to be able to start and stop debugging on the fly several times during a debug run, for example to avoid debug overhead except within a small sub-section of your code. It can also be useful in embedded scripting environments, particularly in those that alter the thread state or discard and recreate the Python instance across invocations.

To use the API, you must first onfigure and import **wingdbstub.py** as described in section Importing the Debugger.

High-Level API

The **wingdbstub.Ensure(require_connection=1, require_debugger=1)** function may be used to ensure the debugger is running and connected to the IDE. If **require_connection** is true, **ValueError** will be raised if a connection to the IDE cannot be made. If **require_debugger** is true, **ValueError** will be raised if the debugger binaries cannot be found or the debugger cannot be started.

Low-Level API

After importing **wingdbstub**, the following calls may be made on **wingdbstub.debugger** to control the debugger:

- **StopDebug()** - Stop debugging completely and disconnect from Wing IDE. The debug program continues executing in non-debug mode and must be restarted to resume debugging.
- **StartDebug(stophere=0, connect=1)** -- Start debugging, optionally connecting back to the IDE and/or stopping immediately afterwards.
- **Break()** -- This pauses the free-running debug program on the current line, as if at a breakpoint.
- **ProgramQuit()** - This must be called before the debug program is exited if **kEmbedded** was set to **1** in **wingdbstub.py** or if **autoquit=0** in the preceding **StartDebug()** API call (if any). This makes sure the debug connection to the IDE is closed cleanly.
- **SetDebugThreads(threads={}, default_policy=1)** - This can be used in multi-threaded code to tell Wing's debugger which threads to debug. Pass in a dictionary that maps from thread id (as obtained from thread.get_ident()) to one of the following values: 0 to ignore the thread (do not debug it), or 1 to debug the thread and immediately stop it if any thread stops. The default_policy sets the action to take when a thread is not found in the thread map.

- **SuspendDebug()** - This will leave the connection to the debug client intact but disables the debugger so that connection overhead is avoided during subsequent execution. This should be used only to exempt a particular section of code from debug overhead. In most cases **StopDebug** is preferable.
- **ResumeDebug()** - This will resume debugging using an existing connection to Wing.

Here is a simple usage example:

```
import wingdbstub
a = 1 # This line is debugged
wingdbstub.debugger.SuspendDebug()
x = 1 # This is executed without debugging
wingdbstub.debugger.ResumeDebug()
y = 2 # This line is debugged
```

SuspendDebug() and **ResumeDebug()** can be called as many times as desired, and nested calls will be handled so that debugging is only resumed when the number of **ResumeDebug()** calls matches the number of **SuspendDebug()** calls.

8.1.4. Debugging Embedded Python Code

When Python code is run by an interpreter embedded in a larger application, you may need to craft special code to make debugging work properly.

If the host application is simply creating a single Python instance and reusing it for all script invocations, in most cases setting **kEmbedded=1** in **wingdbstub.py** will suffice.

In certain cases where the host application is manually creating or altering the thread state for each invocation of a script, you may need to use code as follows to reset the debugger and connection for each script invocation:

```
import wingdbstub
wingdbstub.Ensure()
```

In other cases where the host application uses an entirely different Python instance for each invocation, you may need to arrange that the Debugger API function **ProgramQuit** is called before each instance is destroyed and may also want to leave **kEmbedded=0** in **wingdbstub.py**. In this case you may also need to unset the environment variable **WINGDB_ACTIVE** before importing wingdbstub, as this may be left in the environment by the host application and will prevent wingdbstub from initiating debug in the second or later Python instance.

8.2. Remote Debugging

Since remote debugging is fairly complicated to configure, we currently recommend using remote display of the IDE via X Windows (Linux/Unix) or Remote Desktop (Windows) when possible, instead of setting up the IDE on a separate host from the debug process.

When this is not an option, you can also ask the debugger to connect remotely over the network. In order to do this, take the following steps (see also Remote Debugging Example):

(1) First set up Wing IDE to successfully accept connections from another process within the same machine, as described in section Importing the Debugger. You can use any Python script for testing this until you have values that work.

(2) Optionally, alter the **Server Host** preference to the name or IP address of the network interface on which the IDE listens for debug connections. The default server is **None**, which indicates that the IDE should listen on all the valid network interfaces on the host.

(3) Optionally, alter the preference **Server Port** to the TCP/IP port on which the IDE should listen for debug connections. This value may need to be changed if multiple copies of Wing IDE are running on the same host.

(4) Set the **Allowed Hosts** preference to include the host on which the debug process will be run. For security purposes, Wing will reject connections if the host isn't included here.

(5) Configure any firewall on the system that Wing IDE is running on to accept a connection on the server port from the system that the debug process will run on.

(6) Next install Wing IDE on the machine on which you plan to run your debug program. Creating an entire Wing IDE installation is the easiest approach. Alternatives are to copy only the debug server code out of a Wing installation on the same type of OS or to compile the debugger core from source code. For details, see Installing the Debugger Core.

(7) Next, transfer copies of all your debug code so that the source files are available on the host where Wing IDE will be running and at least the ***.pyc** files are available on the debug host.

During debugging, the client and server copies of your source files must match or the debugger will either fail to stop at breakpoints or stop at the wrong place, and stepping through code may not work properly.

Since there is no mechanism in Wing IDE for transferring your code, you need to use NFS, Samba, FTP or some other file sharing or file transfer mechanism to keep the remote files up to date as you edit them in Wing.

If files appear in different disk locations on the two machines, you will also need to set up a file location map, as described in File Location Maps.

(8) On your debug host, copy **wingdbstub.py** into the same directory as your source files and import it in your Python source as described in Debugging Externally Launched Code.

(9) If you didn't copy **wingdbstub.py** out of a complete installation of Wing IDE on the debug host, you will need to set **kWingHome** to match the location where you have copied the debug server code on your debug host.

(10) In **wingdbstub.py** on your debug host, set **kWingHostPort**. The host in this value must be the IP address of the machine where Wing IDE is running. The port must match the port configured with the **Server Port** preference on the host where Wing IDE is running.

(11) Then restart Wing and try running your program on the debug host. You should see the Wing IDE debugger status icon change to indicate that a debug process has attached.

If you have problems making this work, try setting **kLogFile** variable in **wingdbstub.py** for log additional diagnostic information.

8.2.1. File Location Maps

In cases where the full path to your source is not the same on both machines, you also need to set up a mapping that tells Wing where it can find your source files on each machine.

This is done with the **Location Map** preference, which lists corresponding local and remote directory locations for each remote host's dotted quad IP address.

Each host IP address in the location map is paired with one or more **(remote_prefix, local_prefix)** tuples. The remote file prefix will be a full path on the debug server's file system. The local file prefix is usually the full path of a local directory, though it may also be a file: url.

The best way to understand this is to look at the Location Map Examples.

When running Wing IDE on Windows XP, UNC formatted file names such as **\\machine\path\to\file** may be used. On other Windows systems, you must map remote drives to a drive letter such as **F:**. In cases where setting up a persistent drive

mapping is a problem, use a **cmd.exe** script with a **net use** command to map the drive on demand.

Note that making symbolic links on the client or server will not work as an alternative to using this mapping. This is a side-effect of functionality in the debugger that ensures that debugging works right when symbolic links are present: Internally, source file names are always resolved to their actual full path location.

8.2.1.1. File Location Map Examples

The best way to understand location mapping is to inspect a few examples.

Defaults Explained

The default value for the **Location Map** preference contains one entry for **127.0.0.1** where the mapping is set to **None** (in Python this is represented as **{'127.0.0.1':None}**). This is equivalent to the more verbose Python representation of **{'127.0.0.1':[('/','')]}**. It converts full paths on the debug server to the client-side URLs without altering any part of the full path.

Two Linux/Unix Hosts

Here is an example setting for **debug.location-map** that would be used if running Wing on **desktop1** and debugging some code on **server1** with IP address **192.168.1.1**:

```
debug.location-map={
  '127.0.0.1':None,
  '192.168.1.1':[('/home/apache/cgi', '/svr1/home/apache/cgi')]
}
```

In this example, the files located in **/home/apache/cgi** on **server1** are the same files seen in **/server1/home/apache/cgi** on **desktop1** because the entire file system on **server1** is being shared via NFS and mounted on **desktop1** under **/svr1**.

To enter this value in Preferences, you would add **192.168.1.1** as a new Remote IP Address and a single local/remote mapping pair containing **/home/apache/cgi** and **/svr1/home/apache/cgi**.

IDE on Linux/Unix with Debug Process on Windows

If you are debugging between Windows and Linux or Unix, some care is needed in specifying the conversion paths because of the different path name conventions on each platform. The following entry would be used when running Wing IDE on a Linux/Unix host and the debug process on a Windows host with ip address **192.168.1.1**:

```
debug.location-map={
  '127.0.0.1':None,
  '192.168.1.1':[(r'e:\src', '/home/myuser/src')],
}
```

In this example the Linux/Unix directory **/home/myuser** is being shared via Samba to the Windows machine and mapped to the **e:** drive.

In the Preferences GUI, you would add **192.168.1.1** as a new Remote IP Address and a single local/remote mapping pair containing **e:\src** and **/home/myuser/src**.

IDE on Windows with Debug Process on Linux/Unix

If running Wing IDE on a Windows host and the debug process on a Linux/Unix host with IP address **192.168.1.1**, the following would be used instead for the same file locations:

```
debug.location-map={
  '127.0.0.1':None,
  '192.168.1.1':[('/home/myuser/src', 'e:/src')],
}
```

Again, note the use of forward slashes in the URL even though the file is on a Windows machine.

In the Preferences GUI, you would add **192.168.1.1** as a new Remote IP Address and a single local/remote mapping pair containing **/home/myuser/src** and **e:/src**.

Two Windows Hosts

If running Wing IDE on Windows and the debug process on another Windows machine with IP address **192.168.1.1**, the following would be used:

```
debug.location-map={
  '127.0.0.1':None,
  '192.168.1.1':[(r'c:\src', 'e:/src')],
}
```

In this case, the host where Wing is running has mapped the entire remote (debug process) host's **c:** drive to **e:**.

In the Preferences GUI, you would add **192.168.1.1** as a new Remote IP Address and a single local/remote mapping pair containing **c:\src** and **e:/src**.

Two Windows Hosts using UNC Share

A UNC style path name can be used on Windows XP as follows:

```
debug.location-map={
  '127.0.0.1':None,
  '192.168.1.1':[(r'c:\src', '\\server\share\dir')],
}
```

In this case, c:src on the remote host, where the debug process is running, can be accessed as \serversharedir on the machine where Wing IDE is running.

In the Preferences GUI, you would add **192.168.1.1** as a new Remote IP Address and a single local/remote mapping pair containing **c:\src** and **\\server\share\dir**.

8.2.2. Remote Debugging Example

Here is a simple example that enables debugging a process running on a Linux/Unix host (**192.168.1.200**) using Wing IDE running on a Windows machine (**192.168.1.210**). This example is for wingdbstub users only. If you are using the WingDBG product to debug Zope code, please refer to the Zope Debugging How-To (also included in the WingDBG control panel's Help tab).

On the Windows machine, the following preferences must be specified:

- **Accept Debug Connections** should be checked
- **Server Host** should be set to **All Interfaces** (this is the default)
- **Server Port** should be set to 50005 (this is the default)
- **Allowed Hosts** should be altered by adding **192.168.1.200**

On the Linux/Unix machine, the following value is needed in **wingdbstub.py**:

```
kWingHostPort='192.168.1.210:50005'
```

Once this is done and Wing has been restarted, you should be able to run code that imports **wingdbstub** on the Linux/Unix machine and see the debug connection establish on the Windows machine.

Then you will need to set up file sharing between the two machines (for example, using Samba) and will need to establish a location map in your Wing IDE preferences on the Windows machine.

If your source code on the Linux/Unix machine is in **/home/myuser/mysource** and you map **/home/myuser** to **e:** on the Windows machine, then you would enter this location map via the Preferences GUI by adding **192.168.1.200** as a new Remote Host IP and entering a single mapping pair with **/home/myuser/mysource** and **e:/mysource**.

See Location Map Examples for additional examples.

8.2.3. Installing the Debugger Core

When Wing is used to debug a Python program remotely, the Wing debugger core must be installed on the remote machine. The easiest way to do that is just to install Wing IDE there. If that is not possible, there are two options: (1) Copy just the debugger files from a Wing IDE installation on the same type of machine, or (2) compile the debugger core from sources (available for Wing IDE Professional only).

Copying from Wing IDE Installation

When copying from an existing Wing IDE installation on another machine, you will need to copy all of the following files and directories under **WINGHOME**, which is the Wing IDE installation directory or on OS X the **Contents/MacOS** directory within the **.app** folder:

```
wingdbstub.py
bin/wingdb.py
bin/#.#/src/debug/tserver
bin/#.#/src.zip/debug/tserver (only Python 2.5)
bin/#.#/opensource/schannel (Python versions other than 2.5)
bin/#.#/opensource.zip/schannel (only Python 2.5)
```

Replace **#.#** with each version Python you wish to debug under (for example, **2.5**). You can omit the directories for the versions that you are not using.

The directories within zip files (used only in Python 2.5 and later) can either be copied by moving the entire zip file or by creating a subset that contains only the necessary directories.

Be sure to copy these directories from a Wing installation on the same type of host, so that on Linux/Unix you include ***.so** extension modules, on Windows ***.pyd** extension modules, and so forth.

Compiling from Source

On machines for which there is no Wing IDE installer, the debugger core can be installed from source code. This is only available to Wing IDE Professional customers, and requires signing a non-disclosure agreement. The compilation instructions are located in **build-files/README.DBG-SRC/txt** in the source distribution that you will be provided with.

8.3. OS X Debugging Notes

System-Provided Python

The copy of Python in **/Library/Python** on OS X does not include source files for the standard libraries, so Wing's editor will not offer autocompletion values for those modules. To work around this, use Python from within **/Library/Frameworks/Python.frameworks** instead or copy of Python installed from the standard source distribution.

MacPorts Python

At least some versions of the MacPorts packaging of Python are known not to work with Wing's debugger because it contains an **_md5** module that won't load. To work around this, use a different distribution of Python instead.

Debugging 32-bit Python on a 64-bit System

On 64-bit OS X systems, you can set up a shell script with the following contents and set it as the Python Executable in Project Properties, in order to facilitate debugging Python in 32-bit mode:

```
#!/bin/bash
arch -i386 python "$@"
```

This should only be necessary if your code needs 32-bit libraries. Wing's debugger works in either 64-bit or 32-bit mode.

8.4. Debugger Limitations

There are certain situations that the debugger cannot handle, because of the way the Python programming language works. If you are having problems getting the debugger to stop at breakpoints or to display source as you step through your code, one or more of these may apply.

Always read the Trouble-shooting Failure to Debug section first. If that fails to uncover your problem, refer to the following detailed documention of debugger limitations (many of which are extremely rare and esoteric):

(1) Your source files must be stored on disk and accessible to the IDE. If you are trying to debug code fragments, try writing them to disk temporarily and setting the **__file__** variable in the module name space before invoking Python's **exec** or **eval**. This will allow Wing's debugger to map code objects to the source you've temporarily written to disk.

(2) Running without saving will lead to incorrect display of breakpoints and run position because the debug process runs against the on-disk version of the source file. Wing will indicate in the Messages tool and Stack Data status indicator that some files are out of **sync** so this case should only occur if you ignore its warnings.

(3) You cannot run the debug program using the **-O** or **-OO** optimization options for the Python interpreter. This removes information about line numbers and source file names, making it impossible to stop at breakpoints or step through code.

(4) There are several cases where Wing may fail to stop at breakpoints or exceptions, or may fail to find source files corresponding with breakpoints or exception points. All of these are caused by storage of incorrect file names in ***.pyc** files:

- Moving ***.pyc** files on disk after they are generated invalidates the file name stored in the file if it is a partial relative path. This happens if your **PYTHONPATH** or **sys.path** contains partial relative path names.
- A similar problem may result from use of **compileall.py** and some other utilities that don't record a correct filename in the ***.pyc** file.
- If you run the same code twice using different paths to the same working directory, as is possible on Linux/Unix with symbolic links, the file names left in ***.pyc** may contain a mix of each of these paths. If the symbolic link that was used is subsequently removed, some of the file names become invalid.

The fix for all of these problems is to remove the ***.pyc** files and let Python regenerate them from the corresponding ***.py** files with the correct file name information.

Hint: You can open ***.pyc** files in most text editors to inspect the stored file names.

(5) For code that spends much of its time in C/C++ without calling Python at all, for example as in a GUI main loop, the debugger may not reliably stop at breakpoints added during a run session, and may not respond to Pause requests. See section Debugging Non-Python Mainloops for more information.

(6) You cannot use **pdb** or other debuggers in code that you are running within the Wing debugger. The two debuggers conflict because they attempt to use the same debugger hooks in the Python interpreter.

(7) If you override **__import__** in your code, you will break the debugger's ability to stop at breakpoints unless you call the original **__import__** as part of your code whenever a module is actually imported. If you cannot call the original **__import__** for some reason, it may be possible to instead use **wingdbstub** and then call **wingdbstub.debugger.NotifyImport(mod)** from your import handler (where **mod** is the module that was just imported).

(8) If you set **__file__** in a module's name space to a value other than its original, Wing will be unable to stop at breakpoints in the module and may fail to report exceptions to the IDE's user interface.

(9) If you use an extension module to call C/C++ level **stdio** calls instead of using the Python-level facilities, the debug process will remain unresponsive to Wing IDE while waiting for keyboard input, I/O redirection to the Debug Probe in Wing Pro will fail, and you may run into out-of-order character reads in some cases. Details can be found in Debug Process I/O.

(10) Using partial path names in module **__file__** attribute can in rare cases cause Wing to fail to stop on breakpoints and exceptions, to fail to display source files, or to confuse source files of the same name.

A partial path name may end up in **__file__** only when (a) invoking Python code with a partial path name, for example with **python myfile.py** instead of **python /path/to/myfile.py**, (b) sending partial path names into **exec**, (c) using partial path names in your **PYTHONPATH** or **sys.path**, or (d) using **compileall.py** or similar tool to compile modules with a partial path name.

Because Wing does everything possible to avoid this problem in practice, it actually only occurs in the following rare cases:

- When modules are loaded with partial path names and **os.chdir()** is called before debugging is started. This is only possible when using **wingdbstub** or otherwise starting debug after your debug process is started.
- When modules are loaded with partial path names and **os.chdir()** is called after **wingdbstub.debugger.SuspendDebug()** and before **wingdbstub.debugger.ResumeDebug()**.
- When modules are loaded with partial path names and removed from **sys.modules** before the debugger is started or while debugging is suspended.
- When code objects are created on the fly using **compile()**, the C API, or the new module, a relative filename or an incorrect filename are used for the filename argument, and **os.chdir()** is called before the code is executed.

(11) Wing tries to identify when source code in the IDE matches or does not match the code that is running in the debug process. There are certain very rare cases where this will fail, which may lead to failure to stop on breakpoints and other problems even when files are identified by the IDE as being synchronized:

Using **execfile()**, **eval()**, or **exec** with a globals dict that contains **__file__** will cause Wing to incorrectly assert that the specified file has been reloaded. In practice, this scenario usually occurs when **execfile()** is called from the top level of a module, in

which case the module is in fact being loaded or reloaded (so no mis-identification of module load status occurs). However, in cases where a module load takes a long time or involves a long-running loop at the top level, the **execfile()**, **eval()**, or **exec** may occur **after** edits to the module have been made and saved. In this case, Wing will mis-identify the module as having been reloaded with the new edits.

This problem can also be triggered if a **globals** with **__file__** is explicitly passed to **execfile()**, **eval()**, or **exec**. However, it will only occur in this case when the code object file name is **?**, and **locals** and **globals** dictionaries are the same, as they are by default for these calls.

(12) In very rare cases, when using the **wingdbstub.py**, if you set **sys.exitfunc** after debugging has been started, the IDE will time out on a broken network connection after the debug program exits on an exception. This only happens in some exception handling modes with exceptions that look like they will be handled because a try/except block is present that might handle the exception, but where the exception is not in the end handled and the debug program exits without calling **StopDebug()**. Work-arounds include setting **sys.exitfunc** before importing **wingdbstub.py** or adding a top-level try/except clause that always calls **StopDebug()** before exiting the debug program.

(13) Naming a file **<string>** will prevent the debugger from debugging that file because it is confused with the default file name used in Python for code that is not located in a file.

(14) The debugger may fail to step or start after stopping at a breakpoint if the floating point mode is set to single precision (24 bit) on Intel x86 and potentially other processors. This is sometimes done by graphics libraries such as DirectX or by other code that optimizes floating point calculations.

(15) When using Stackless Python, overriding **stackless.tasklet.__call__** without calling the Wing debugger's **__call__** will break the debugger.

Source Code Analysis

Wing's auto-completer, source assistant, source index menu, goto-definition capability, find uses, refactoring, and other features all rely on a central engine that reads and analyzes your source code in the background as you add files to your project or alter your code in the source code editor. This engine can also load and inspect extension modules used by your code, can make use of live runtime state when available in a debug process or in the integrated Python Shell, and can read user-provided interface description files.

9.1. How Analysis Works

In analysing your source, Wing will use the Python interpreter and **PYTHONPATH** that you have specified in your **Project Properties**. If you have indicated a main debug file for your project, the values from that file's properties are used; otherwise the project-wide values are used. Whenever any of these values changes, Wing will re-analyze some or all of your source code.

You can view the Python interpreter and **PYTHONPATH** that are being used by the source code analysis engine, by selecting the Show Analysis Stats item in the Source menu. The values shown in the resulting dialog window are read-only but may be changed by pushing the Settings button. See Project-wide Properties for details on changing these values.

Be aware that if you use multiple versions of the Python interpreter or different **PYTHONPATH** values for different source files in your project, Wing will analyse all files in the project using the one interpreter version and **PYTHONPATH** it finds through the main debug file or project-wide debug properties settings. This may lead to incorrect or incomplete analysis of some source, so it is best to use only one version of Python with each Wing IDE project file.

When Wing tries to find analysis information for a particular module or file, it takes the following steps:

- The path and same directory as the referencing module are searched for an importable module
- If the module is Python code, Wing statically analyses the code to extract information from it
- If the module is an extension module, Wing looks for a ***.pi** interface description file as described later in this section
- If the module cannot be found, Wing tries to import it in a separate process space in order to analyze its contents
- If a debug process is active, Wing tries to read relevant type information from the live runtime state associated with the source code

9.2. Static Analysis Limitations

The following are known limitations affecting features based on static source analysis:

- Argument number, name, and type is not determined for functions and methods in extension modules.
- Analysis sometimes fails to identify the type of a construct because Python code doesn't always provide clues to determine the data type.

- Types of elements in lists, tuples, and dictionaries are not identified.
- Analysis information may be out of date if you edit a file externally with another editor and don't reload it in Wing. See section Auto-reloading Changed Files for reload options.
- From time to time, as Python changes, some newer Python language constructs and possible type inferencing cases are not supported.

A good way to work around these limitations, when they arise, is to place a breakpoint in the code where you are working, run to it, and then auto-completion and other information presented by the IDE will be based on the actual runtime state rather than static analysis.

See Helping Wing Analyze Code for more information.

9.3. Helping Wing Analyze Code

There are a number of ways of assistant Wing's static source analyzer in determining the type of values in Python code.

Using Live Runtime State

When a debug process is active, or when working in the **Python Shell**, Wing extracts relevant type information from the live runtime state associated with your Python code. Since this yields complete and correct type information even for code that Wing's static analysis engine cannot understand, it is often useful to run to a breakpoint before designing new code that is intended to work in that context. In the editor, the cog icon in the auto-completer indicates that type information was found in the live runtime state. In Wing IDE Professional, the **Debug Probe** can be used to immediately try out new code in the runtime environment for which it is being designed.

Using isinstance() to Assist Analysis

One way to inform the code analysis facility of the type of a variable is to add an **isinstance** call in your code. For example **isinstance(obj, CMyClass)** or **assert isinstance(obj, CMyClass)** when runtime type checking is desired. The code analyzer will pick up on these and present more complete information for the asserted values.

In cases where doing this introduces a circular import, you can use a conditional to allow Wing's static analyser to process the code without causing problems when it is executed:

```
if 0:
  import othermodule
  assert isinstance(myvariable, othermodule.COtherClass)
```

In most code, a few **isinstance** calls go a long way to making code faster and easier to edit and navigate.

Using *.pi files to Assist Analysis

Wing's source analyser can only read Python code and does not contain support for understanding C/C++ extension module code other than by attempting to import the extension module and introspecting its contents (which yields only a limited amount of information and cannot determine argument number, name, or types). Also, since Python is a dynamic language, it is possible to craft code that Wing's static analysis engine cannot understand.

For both of these cases, it is possible to create a ***.pi** (Python interface) file that describes the contents of a module. This file is simply a Python skeleton with the appropriate structure and call signature to match the functions, attributes, classes, and methods defined in a module. Wing IDE will read this file and merge its contents with any information it can obtain through static analysis or by loading an extension module. In somes cases, as for Python bindings for GUI and other toolkits, these ***.pi** files can be auto-generated from interface description files.

For a module imported as **mymodule**, the interface file is called **mymodule.pi**. Wing will search for ***.pi** files first in the same directory as it finds the Python module (or the extension module source code if it has not yet been compiled and the source code's directory is on your configured Python Path). If not found, Wing will look in the directory path set with the **Interfaces Path** preference. Next, Wing will look in the **resources/builtin-pi-files** directory within your Wing IDE installation. Finally, Wing will look in **resources/packages-pi-files**, which is used to ship some ***.pi** files for commonly used third party packages.

When searching on the interfaces path or in the **resources** directories, the top level of the directory is checked first for a matching ***.pi** file. Then, Wing tries looking in a sub-directory **#.#** named according to the major and minor version of Python being used with your source base, and subsequently in each lower major/minor version back to **2.0**.

For example, if **c:\share\pi\pi-files** is on the interfaces path and Python 2.7 is being used, Wing will check first in **c:\share\pi\pi-files**, then in **c:\share\pi\pi-files\2.7**. then in **c:\share\pi\pi-files\2.6**, and so forth.

Example ***.pi** files used by Wing internally to produce autocompletion information for builtins can be seen in the directory **resources/builtin-pi-files** inside your Wing IDE installation. This also illustrates the above-described version number fallback mechanism.

In cases where Wing cannot find a ***.pi** at all, it will attempt to load the module by name (in a separate process space) so that it can introspect its contents. The results of this operation are stored in **pi-cache** within the User Settings Directory and used subsequently. This file is regenerated only if the ***.pyd** or ***.so** for the loaded module changes.

9.4. Analysis Disk Cache

The source code analyzer writes information about files it has recently examined into the Cache Directory that is listed in Wing's About box, which is accessed from the **Help** menu.

Cache size may be controlled with the **Max Cache Size** preference However, Wing does not perform well if the space available for the cache is smaller than the space needed for a single project's source analysis information. If you see excessive sluggishness, either increase the size of the cache or disable it entirely by setting its size to 0.

If the same cache will be used by more than one computer, make sure the clocks of the two computers are synchronized. The caching mechanism uses time stamps, and may become confused if this is not done.

The analysis cache may be removed in its entirety. Wing IDE will reanalyze your code and recreate the cache as necessary.

Trouble-shooting Guide

This chapter describes what to do if you are having trouble installing or using Wing IDE.

> ***Note***
>
> We welcome feedback and bug reports, both of which can be submitted directly from Wing IDE using the **Submit Feedback** and **Submit Bug Report** items in the Help menu, or by emailing us at support at wingware.com.

10.1. Trouble-shooting Failure to Start

If you are having trouble getting Wing to start at all, read through this section for information on diagnosing the problem.

To rule out problems with a project file or preferences, try renaming your User Settings Directory and restart Wing. If this works, you can copy over files from the renamed directory one at a time to isolate the problem -- or email support at wingware dot com for help.

On Windows, the user's temporary directory sometimes becomes full, which prevents Wing from starting. Check whether the directory contains more than 65,000 files.

On Linux, OS X, or other Posix systems, in some cases when the **~/.cache** directory or the cache directory set by the **$XDG_CACHE_DIR** is located on an NFS or other remote file server, Wing can't obtain a lock on a database file. To use slower, dotfile locking set the **Use sqlite dotfile locking** preference to enabled or run Wing with the **--use-sqlite-dotfile-locking** command line option. Note that all Wing processes, regardless of the system they're running on, that use the same cache directory need to either use or not use dotfile locking.

Under a Windows terminal server, Wing may not be able to set up the environment variables it uses internally and will not start up. In this case, you can get Wing to start with the following commands:

```
set PYTHONOPTIMIZE=1
set PYTHONHOME=D:\Program Files\WingIDE\bin\PyCore
wing.exe
```

Alter **PYTHONHOME** according to the location at which you've installed Wing IDE.

On Linux with System Qt, Wing may fail to start if there is an incompatibility with the version of Qt that you have on your system. This should only occur if you are using the **--system-qt** command line option or have previoulsy changed the **Use System Qt** preference from its default value. To solve this, start Wing with the **--private-qt** command line option and restore the **Use System Qt** preference to **Use Wing's Private Qt**.

Constant Guard from Comcast can prevent Wing IDE from starting without showing any dialog or message that it is doing so.

In other cases, refer to Obtaining Diagnostic Output.

10.2. Speeding up Wing

Wing should present a responsive, snappy user interface even on relatively slow hardware. In some cases, Wing may appear sluggish:

With New Projects, the first time you set up a project file, Wing analyzes all source files for the source code browser and auto-completion facilities. During this time, the browser's class-oriented views will display only the source constructs from files of which analysis information has already been obtained. The user interface may also appear to be sluggish and Wing will consume substantial amounts of CPU time.

To avoid this in subsequent sessions, Wing stores its source analysis information to disk in a cache within your User Settings Directory.

On a multi-core virtual machine where Wing runs slowly, you may be able to improve performance by setting the processor affinity for Wing. This is done with **schedtool -a 0x1 -e wing-personal5.0** on Linux (the schedtool package needs to be installed if not already present) and with **START /AFFINITY 01 "Wing IDE" "C:\Program Files\Wing IDE 5.0\bin\wing.exe"** on Windows. Although Wing runs on only one core, this technique has been reported to improve performance.

On OS X Mavericks, certain graphics drivers have a bug that substantially slows down Wing IDE because the OS is incorrectly detecting Wing IDE as inactive. Turning off App Nap has no effect on this, although the bug may be associated with that feature. The work-around is to put the computer to sleep briefly while Wing IDE is already running. Wing should then remain responsive until it is quit.

10.3. Trouble-shooting Failure to Debug

If you have trouble debugging with Wing IDE, select which of the following most closely describes the problem you are seeing.

10.3.1. Failure to Start Debug

Wing may fail to start the debug process in certain cases. If this happens, it often helps to try debugging a small test such as the following:

```
print("test1")
print("test2")
```

Use the **Step Into** command from the Debug menu to cause Wing IDE to attempt to run only as far as the first line of your code. This rules out possible problems caused by specific code.

Then check through the following common problems. For information on obtaining additional information from the debug sub-system, refer to the Diagnostic Output section:

Requires TCP/IP -- Wing's debugger uses a TCP/IP protocol to communicate with the IDE. Make sure that TCP/IP is installed and configured on your machine. If you are running a custom-built copy of Python, verify that the **socket** module is available.

Selecting Python Version -- If Wing says it can't find Python or if you've got multiple versions of Python on your system, make sure you've got your **Project Properties** set up to contain a valid interpreter (see Source / Show Python Environment menu item to verify that the right interpreter is being found).

Setting PYTHONPATH -- Enter any necessary **PYTHONPATH** for your debug process in Project Properties if not already defined in the environment.

Environment Conflicts -- If you set **PYTHONHOME** or **PYTHONPATH** environment variables, these may cause the debug process to fail if they do not match the particular Python interpreter that Wing is launching. You can either change the interpreter used so it matches, or unset or alter these environment values from the outside or via Project Properties from the Project menu.

- **PYTHONHOME** is a problem in all cases when it doesn't match the Python interpreter reported in the Source menu's Show Python Environment dialog.
- **PYTHONPATH** is only a problem if it contains directories that are part of a Python installation. When this doesn't match the interpreter version, this leads to import errors because Python tries to import incompatible modules.

Corrupt Python Install -- All forms of the Python binary distribution (TAR, RPM, and Windows installer) are known to have problems when a newer version of Python is installed directly over an older one on disk.

In this case, most Python programs will appear to work fine outside of Wing IDE but will not work within the Wing IDE debugger. This occurs because the debug support code uses sockets and other functionality that is not necessarily exercised by your debug program outside of the Wing debugger.

If you try to run a debug session in Wing IDE and it fails, you may be having this problem. The following test script can be used to confirm that the problem exists in your Python installation:

```
import sys
print('sys.version =', sys.version)
print('sys.executable =', sys.executable)
print('sys.version_info =', sys.version_info)
```

```
import socket
print('socket =', socket)
print('socket._socket =', socket._socket)
import select
print('select =', select)
```

To solve this problem, try uninstalling Python, manually removing any remaining files, and installing again. Or install Python into a new location on disk.

Once this is done, be sure to confirm that Wing is configured to use the new Python installation from the **Project Properties** dialog in the Project menu and that the **Show Python Environment** item in the **Source** menu displays the correct intepreter.

PyGame Full Screen Mode -- Wing's debugger is unable to debug games written with pygame when they are running in full screen mode. Use window mode instead. This is a problem also for other Python debuggers.

10.3.2. Failure to Stop on Breakpoints or Show Source Code

There are several reasons why Wing may fail to stop on breakpoints or fail to show the Python source code when the breakpoint is reached:

Missing or Incorrect Source File Names -- The most common cause of failure to stop on breakpoints or to bring up source windows while stopping or stepping through code is a mismatch between the file name that is stored in the ***.pyc** file and the actual location of the ***.py** source file.

This can be caused by (1) not saving before you run in the debugger, (2) using partial path names on PYTHONPATH or when invoking a script from the command line (the partial path stored in the ***.pyc** file may become invalid if current directory changes), (3) moving around the ***.pyc** file after they are created, or (4) using **compileall.py** to create ***.pyc** files from source. The easiest way to solve this is to use only full paths on PYTHONPATH and remove any suspect ***.pyc** files.

Concurrent Processes -- Wing may fail to stop when debugging an application that gets invoked repeatedly in separate processes, for example a CGI script invoked multiple times from a browser as part of a page load. This is because the debugger can only debug one process at a time. If the debugger is already connected to one process, the second and later processes will not be debugged and thus may miss breakpoints.

Other Problems -- Less common causes of this problem are (1) running Python with the **-O** optimization option, (2) running Python with **psyco** or other optimizer, (3) overriding the Python **__import__** routine, (4) adding breakpoints after you've started debugging an application that spends much of its time in C/C++ or other non-Python

code, and (5) on Windows, using symbolic links to directories that contain your source code files.

For more information, see the Debugger Limitations section.

10.3.3. Failure to Stop on Exceptions

Failure to stop on exceptions is most commonly caused by the same factors that can cause failure to stop on breakpoints. The rest of this section covers additional possible causes of failure to stop on exceptions.

By default, Wing only stops on exceptions for which a traceback is printed when the code is run outside of the debugger. If your code runs within a catch-all try/except clause written in Python (as in some GUI main loops or in an environment like Zope), Wing may not report all exceptions encountered in your debug process.

In some cases, altering the **Exception Reporting** preference will work. In others, it may suffice to set a breakpoint in the top-level exception handler.

An alternative is to recode your app by adding the following code to catch-all exception handlers:

```
import os, sys
if 'WINGDB_ACTIVE' in os.environ:
  sys.excepthook(*sys.exc_info())
```

The above only works with the default exception handling configuration. If you are not using the **When Printed** exception handling mode (as set by the **Report Exceptions** preference) then the above will not cause the debugger to stop. In that case, the following variant can be used instead:

```
import os

# No handler when running in Wing's debugger
if 'WINGDB_ACTIVE' in os.environ:
  dosomething()

# Handle unexpected exceptions gracefully at other times
else:
  try:
    dosomething()
  except:
    # handler here
```

Note that environments such as wxPython, PyGTK, and others include catch-all handlers for unexpected exceptions raised in the main loop, but those handlers cause

the exception traceback to be printed and thus will be reported correctly by Wing without any modification to the handler.

10.3.4. Extra Debugger Exceptions

This section is only relevant if you have set the **Exception Reporting** preference to **Immediately if Appears Unhandled**.

When Wing's debugger is running in this exception handling mode, it sometimes appears to reveal bugs that are not seen when running outside of the debugger. This is a result of how this mode decides which exceptions should be shown to the user -- it is inspecting exceptions as they are raised and making decisions about whether or not the exception is unexpected or part of normal operation.

You can train Wing to ignore unwanted exception reports with the checkbox in the **Exceptions** tool.

You can also change the way Wing reports debug process exceptions with the **Exception Reporting** preference.

For more information, see Managing Exceptions.

10.4. Trouble-shooting Other Known Problems

Here are some other known problems that can affect some of Wing IDE's functionality:

Windows File Names with Spaces

When using Windows File Types or Open With to cause Python files to be opened with Wing, some versions of Windows set up the wrong command line for opening the file. You can fix this using *regedt32.exe*, *regedit.exe*, or similar tool to edit the following registry location:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Classes\Applications\wing.exe\shell\open\command
```

The problem is that the association stored there is missing quotes around the *%1* argument. It should instead read as follows:

```
"C:\Program Files\Wing IDE\bin\wing.exe" "%1" %*
```

Copy/Paste Fails on Windows

Webroot Secure Anywhere v8.0.4.66 blocks Wing IDE and Python's access to the clipboard by default so Copy/Paste will not work. The solution is to remove Wing IDE and Python from the list of applications that Webroot is denying access to the clipboard.

Failure to Find Python

Wing scans for Python at startup and may sometimes report that it could not be found even if it is on your machine.

If this happens all the time, point **Python Executable** in **Project Properties** (accessed from the **Project** menu) to your Python interpreter (python, python2.7, python.exe, etc). Wing remembers this and the message should go away, even with new projects.

If this happens only intermittently, it may be caused by high load on your machine. Try restarting Wing after load goes down. In some cases anti-virus software causes this during periods of intensive scanning.

Failure to Detect HTTP Proxy and Connect to wingware.com

Wing will try to open an http connection to **wingware.com** when you activate a license, check for product updates, or submit feedback or a bug report. If you are running in an environment with an http proxy, Wing will try to auto-detect your proxy settings. If this fails you will need to configure your proxy manually using Wing's **HTTP Proxy Server** preference. To determine the correct settings to use, ask your network administrator or see how to determine proxy settings.

10.5. Obtaining Diagnostic Output

Wing IDE and your debug code run in separate processes, each of which can independently be configured to collect additional diagnostic log information.

Diagnosing General IDE Problems

A quick way to diagnose problems seen while working with Wing IDE is to submit a bug report from the **Help** menu. Please include a description of the problem and check the **Include error log** checkbox so we can diagnose and fix the problem.

To diagnose other problems, such as failure to start, try looking at the file **error-log** in your User Settings Directory.

Alternatively, run **console_wing.exe** (on Windows) or **wing-personal5.0 --verbose** (on Linux/Unix and OS X) from the command line to display diagnostic output.

Email this output to support at wingware.com along with your system type and version, version of Wing IDE, version of Python, and any other potentially relevant details.

Diagnosing Debugger Problems

To diagnose debugger problems, set preference **Debug Internals Log File** to a value other than **No logging** and turn on preferences **Use External Console** and

External Console Waits on Exit. When you try again, Wing will display a debug console with diagnostics.

Alternatively, copy **wingdbstub.py** out of your Wing IDE installation, set **WINGDB_LOGFILE** environment variable to **<stderr>** or the name of a log file on disk (or alter **kLogFile** inside **wingdbstub.py**), turn on the **Accept Debug Connections** preference, and try launching the following script from the command line:

```
import wingdbstub
print("test1")
print("test2")
```

This prints diagnostic output that may be easier to capture in some cases.

Email this output to support at wingware.com. Please include also the contents of the file **error-log** in your User Settings Directory , and also your system version, version of Wing IDE, version of Python, and any other potentially relevant details.

Preferences Reference

This chapter documents the entire set of available preferences for Wing IDE Professional. Note that this includes preferences that are ignored and unused in Wing IDE Personal and Wing IDE 101.

Most preferences can be set from the **Preferences GUI** but some users may wish to build preference files manually to control different instances of Wing IDE (see details in Preferences Customization).

User Interface

Display Language

The language to use for the user interface. Either the default for this system, or set to a specific supported language.

Internal Name: **main.display-language**

Data Specification: **[de, en, None, fr]**

Default Value: **None**

Display Style

Configures the overall display style used by Wing IDE.

Internal Name: **gui.qt-display-theme**

Data Specification: **[tuple length 4 of: [None, selected-style, selected-colors], Non e, [CDE, Motif**

Default Value: **(None, None, u'Windows', None)**

Color Palette

The overall color palette used by Wing IDE. All color preferences default to using colors from the palette, but can be overridden individually. The background colors from the palette will only apply to the editor, unless the Display Style preference is set to Match Palette. Additional palettes can be defined and added to the 'palettes' sub-directory of the User Settings directory.

Internal Name: **gui.qt-color-palette**

Data Specification: **<type str>**

Default Value: **wing-classic**

- **Layout**

Windowing Policy

Policy to use for window creation: Combined Toolbox and Editor mode places toolboxes into editor windows, Separate Toolbox mode creates separate toolbox windows, and One Window per Editor mode also creates a new window for each file opened in an editor.

Internal Name: **gui.windowing-policy**

Data Specification: **[combined-window, one-window-per-editor, separate-toolbox-window]**

Default Value: **combined-window**

Show Editor Tabs

Controls whether or not Wing shows tabs for switching between editors. When false, a popup menu is used instead.

Internal Name: **gui.use-notebook-editors**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Enable Tooltips

Controls whether or not tooltips containing help are shown when the mouse hovers over areas of the user interface.

Internal Name: **gui.enable-tooltips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

- **Toolbar**

Show Toolbar

Whether toolbar is shown in any window.

Internal Name: **gui.show-toolbar**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Toolbar Size

Sets size of the toolbar icons. By default, adjusts according to available space.

Internal Name: **gui.toolbar-icon-size**

Data Specification: **[medium, default, xlarge, text-height, large, small]**

Default Value: **auto**

Toolbar Style

Select style of toolbar icons to use. By default, adjusts according to available space.

Internal Name: **gui.toolbar-icon-style**

Data Specification: **[medium, default, auto, xlarge, text-height, large, small]**

Default Value: **auto**

Groups Shown

Controls which groups of tools will be shown in the toolbar.

Internal Name: **guimgr.toolbar-groups**

Data Specification: **[tuple of: [search, indent, clip, proj, file, diff, debug, batch-search]]**

Default Value: **['file', 'clip', 'search', 'diff', 'indent', 'proj', 'debug']**

Custom Items

Extra items to add to the tool bar.

Internal Name: **guimgr.toolbar-custom-items**

Data Specification: **[tuple of: [tuple length 3 of: <icon spec>, <type str>, <type str>]]**

Default Value: **()**

Primary Icon Color

Primary color for icons

Internal Name: **gui.icon-color-primary**

Data Specification:
[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]

Default Value: **None**

Secondary Icon Color

Secondary color for icons

Internal Name: **gui.icon-color-secondary**

Data Specification:
[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]

Default Value: **None**

Tertiary Icon Color

Tertiary color for icons

Internal Name: **gui.icon-color-tertiary**

Data Specification:
[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]

Default Value: **None**

Quaternary Icon Color

Quaternary color for icons

Internal Name: **gui.icon-color-quaternary**

Data Specification:
[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]

Default Value: **None**

Quinary Icon Color

Quinary color for icons

Internal Name: **gui.icon-color-quinary**

Data Specification:
[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]

Default Value: **None**

Senary Icon Color

Senary color for icons

Internal Name: **gui.icon-color-senary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

- **Fonts**

Display Font/Size

The base font and size to use for the user interface's menus and labels

Internal Name: **gui.qt-display-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

Editor Font/Size

The base font and size to use for the source code editor, Python Shell, Debug Probe, Source Assistant, and other tools that display source code.

Internal Name: **edit.qt-display-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

- **Keyboard**

Personality

Selects the overall editor personality, optionally to emulate another commonly used editor.

Internal Name: **edit.personality**

Data Specification: **[osx, normal, vi, eclipse, brief, emacs, visualstudio]**

Default Value: **osx**

Tab Key Action

Defines the action of the Tab key, one of: "Default for Personality" to emulate the selected Keyboard Personality. "Indent To Match" to indent the current line or selected line(s) to match the context, "Move to Next Tab Stop" to enter indentation characters so the caret reaches the next tab stop, "Indent Region" to increase the indentation of

the selected line(s) by one level, or "Insert Tab Character" to insert a Tab character (chr(9)). For Python files, "Smart Tab" is an option that varies the tab key action according to the location of the caret within the line.

Internal Name: **edit.tab-key-action**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{'*': '--default--', 'text/x-python': '--default--'}**

Smart Tab End of Line Indents

Select type of indentation that Smart Tab will place at the end of a line.

Internal Name: **edit.smart-tab-eol-indents**

Data Specification: **[1, 2, 3, None, 4]**

Default Value: **4**

Alt Key

Selects the key to use as the Alt- modifier in key bindings. Note that the Option key is also used to enter characters, such as ® on US keyboards or] on German keyboards. When the Option key is used for the Alt key, Alt-key bindings take precedence and thus may block entering of characters with the Option key. If both functions are needed, use the left Option key for the Alt-key and enter characters with the right Option key. If the Command keys are used for the Alt key, any Alt-key bindings will override Command-key bindings for the same key.

Internal Name: **gui.qt-osx-key-for-alt**

Data Specification: **[both-option-keys, command-keys, left-option-key, none]**

Default Value: **left-option-key**

Use Alt for Accelerators

Specifies whether plain Alt keystrokes should be used only for accelerators. When enabled, Alt-key presses that could be for an accelerator will be used only for accelerators and never for key bindings. When disabled, Alt-key bindings take precedence over accelerators. This preference is ignored when Wing is running with native OS X display style, since in that case accelerators do not exist.

Internal Name: **gui.qt-os-alt-for-accelerators**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Custom Key Bindings

Override key bindings in the keymap. To enter the key, place focus on the entry area and type the key combination desired. The command is one of those documented in the user manual's Command Reference, or the name of any user scripts that have been loaded into the IDE. Leave the command name blank to remove the default binding for a key (this is useful when adding multi-key bindings that conflict with a default).

Internal Name: **gui.keymap-override**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{}**

Typing Group Timeout

Sets the timeout in seconds to use for typing, after which keys pressed are considered a separate group of characters. This is used for typing-to-select on lists and in other GUI areas. Before the timeout subsequent keys are added to previous ones to refine the selection during keyboard navigation.

Internal Name: **gui.typing-group-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **1**

VI Mode Ctrl-C/X/V

Controls the behavior of the Ctrl-X/C/V key bindings in vi mode. Either always use these for cut/copy/paste, use them for vi native actions such as initiate-numeric-repeat and start-select-block, or use the default by system (clipboard on win32 and other commands elsewhere).

Internal Name: **vi-mode.clipboard-bindings**

Data Specification: **[other, clipboard, system-default]**

Default Value: **system-default**

- **Other**

Show Splash Screen

Controls whether or not the splash screen is shown at startup.

Internal Name: **main.show-splash-screen**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Auto-Focus Tools

Controls whether to automatically move keyboard focus from the editor to tools when they are revealed.

Internal Name: **gui.auto-focus-tools**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Case Sensitive Sorting

Controls whether names are sorted case sensitively (with all caps preceding small letters) or case insensitively

Internal Name: **gui.sort-case-sensitive**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Auto-Show Bug Report Dialog

Whether the error bug reporting dialog (also available from the Help menu) is shown automatically when an unexpected exception is encountered inside Wing IDE.

Internal Name: **gui.show-report-error-dialog**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Auto-check for Product Updates

Automatically attempt to connect to wingware.com to check for updates once every day after Wing is started.

Internal Name: **main.auto-check-updates**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Show Support+Upgrades Reminders

Show a reminder when Support+Upgrades for the active license is expired or will expire soon.

Internal Name: **main.monitor-support-upgrades**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Always Use Full Path in Tooltips

Enable to always show the full path of a file name in the tooltips shown from the editor tabs and file selection menus. When disabled, the configured Source Title Style is used instead.

Internal Name: **gui.full-path-in-tooltips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **Advanced**

Max Error Log Size

The number of bytes at which the error log file (USER_SETTINGS_DIR/error-log) is truncated. This file can be sent to technical support to help diagnose problems with the IDE.

Internal Name: **main.max-error-log-size**

Data Specification: **[from 10000 to 10000000]**

Default Value: **500000**

Shared File Sets Repository

Selects the file to use for storing and retrieving shared named files sets. By default (when value is None) the file 'filesets' in the user settings directory is used.

Internal Name: **main.fileset-shared-file**

Data Specification: **[one of: <type NoneType>, <type str>]**

Default Value: **None**

Key Map File

Defines location of the keymap override file. Use None for default according to configured editor personality. See the Wing IDE Manual for details on building your keymap override file -- in general this is used only in development or debugging keymaps; use the keymap-override preference instead for better tracking across Wing versions.

Internal Name: **gui.keymap**

Data Specification: **[None or <type str>]**

Default Value: **None**

Projects

Auto-reopen Last Project

Controls whether most recent project is reopened at startup, in the absence of any other project on the command line.

Internal Name: **main.auto-reopen-last-project**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Close Files with Project

Controls whether any files open in an editor are also closed when a project file is closed

Internal Name: **proj.close-also-windows**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Show New Project Dialog

Whether to show New Project dialog when creating projects. When this is disabled, a blank project is created and can be configured and saved from the Project menu.

Internal Name: **proj.show-new-project-dialog**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Open Projects as Text

Controls whether project files are opened as project or as text when opened from the File menu. This does not affect opening from the Project menu.

Internal Name: **gui.open-projects-as-text**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Confirm Drag Copy/Move

Controls whether or not the IDE will confirm file copy/move operations initiated by dragging items around on the Project view.

Internal Name: **proj.confirm-file-drags**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

- **Context Menu**

Groups Shown

Controls which groups of menu items will be shown in the Project tool's context menu.

Internal Name: **proj.context-menu-groups**

Data Specification: **[tuple of: [clip, script, vcs, nav, proj, file, debug]]**

Default Value: **['clip', 'nav', 'debug', 'vcs', 'proj', 'file', 'script']**

Custom Items

Extra menu items to add to the Project tool context menu.

Internal Name: **proj.context-menu-custom-items**

Data Specification: **[tuple of: [tuple length 2 of: <type str>, <type str>]]**

Default Value: **()**

Files

Default Directory Policy

Defines how Wing determines the starting directory to use when prompting for a file name: Either based on location of the resource at current focus, location of the current project home directory, the last directory visited for file selection, the current directory at startup (or selected since), or always the specific fixed directory entered here.

Internal Name: **main.start-dir-policy**

Data Specification: **[tuple length 2 of: [current-project, current-directory, recent-di rectory, curre**

Default Value: **('current-focus', '')**

Title Style

Format used for titles of source files: Use Base Name Only to display just the file name, Prepend Relative Path to use partial relative path from the project file location or configured Project Home Directory, Append Relative Path to instead append the relative path after the file namePrepend Full Path to use full path, or Append Full Path to instead append the fullpath after the file name.

Internal Name: **gui.source-title-style**

Data Specification: **[append-relative, basename, prepend-fullpath, append-fullpat h, prepend-rel**

Default Value: **append-relative**

Default Encoding

The default encoding to use for text files opened in the source editor and other tools, when an encoding for that file cannot be determined by reading the file. Other encodings may also be tried. This also sets the encoding to use for newly created files.

Internal Name: **edit.default-encoding**

Data Specification: **[None or [Central and Eastern European iso8859-2, Japanese i so-2022-jp-20 w cp1255, Danish, Norwegian cp865, Cyrillic Languages iso8859-5, Turkish cp10 26, Western E**

Default Value: **None**

New File EOL

Default end-of-line to use. Wing matches existing line endings in non-blank files and uses this preference only when a file contains no end-of-line characters.

Internal Name: **edit.new-file-eol-style**

Data Specification: **[lf, cr, crlf]**

Default Value: **lf**

New File Extension

Default file extension for newly created files

Internal Name: **edit.new-file-extension**

Data Specification: **<type str>**

Default Value: **.py**

Save Files Without Asking

Controls whether or not all edited files are saved without asking before a debug run, before starting unit tests, or before a file or build process is executed.

Internal Name: **gui.auto-save-before-action**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Max Recent Items

Maximum number of items to display in the Recent menus.

Internal Name: **gui.max-recent-files**

Data Specification: **[from 3 to 200]**

Default Value: **20**

Maximum File Size (MB)

Maximum size of files that Wing will try to open, in MB.

Internal Name: **gui.max-file-size**

Data Specification: **[from 1 to 100000]**

Default Value: **100**

- **File Types**

Extra File Types

This is a map from file extension or wildcard to mime type. It adds additional file type mappings to those built into Wing IDE. File extensions can be specified alone without dot or wildcard, for example "xcf" or using wildcards containing "*" and/or "?", for example "Makefile*". The mime type to use for Python files is "text/x-python".

Internal Name: **main.extra-mime-types**

Data Specification: **[dict; keys: <type str>, values: [text/x-smalltalk, text/x-sql, text /x-pov, text/**
vascript, text/x-scss, text/x-fortran, text/x-mysql, text/x-vhdl, text/x-escript, text/x -lisp, text/x-m

Default Value: **{}**

File Filters

Defines file filters to apply to file names for inclusion and exclusion from a larger set (such as scanned disk files or all project files).

Each filter is named and contains one list of inclusion patterns and one list of exclusion patterns. The patterns can be a wildcard on the file name, wildcard on a directory name, or a mime type name.

> Only a single pattern needs to be matched for inclusion or exclusion. Exclusion patterns take precedence over inclusion patterns, so any match on an exclusion pattern will always exclude a file from the selected set. Filters are used in constraining search, adding project files, and for other operations on collections of files.

Internal Name: **main.file-filters**

Data Specification: **[file filters]**

Default Value: **{u'All Source Files': (set([]), set([('wildcard-filename', '*.pyo'), ('wild card-filenam**
pics'), ('wildcard-filename', '#*#'), ('wildcard-filename', '*.pyd'), ('wildcard-filenam e', '*.zip'), ('
ime-type', 'text/x-zope-pt')]), set([('wildcard-directory', '_svn'), ('wildcard-director y', '.xvpics'),

xvpics'), ('wildcard-filename', '*~'), ('wildcard-directory', '.bzr'), ('wildcard-directory', 'CVS'), ('wildcard-filename', '#*#'), ('wildcard-filename', '*.svn-base'), ('wildcard-directory', '__pycache__'), ('wildcard-filename', '.coverage'), ('wildcard-directory', '.git'), ('wildcard-filename', '.#*'), ('wildcard-directory', '.svn'), ('wildcard-directory', '.hg')])), u'Hidden & Temporary Files': (set([('wildcard-filename', '*.pyo'), ('wildcard-filename', '*$py.class'), ('wildcard-filename', '*.exe'), ('wildcard-filename', '*.bsc'), ('wildcard-filename', '.#*'), ('wildcard-filename', '*.lib'), ('wildcard-filename', '*.bak'), ('wildcard-filename', '*.tgz'), ('wildcard-directory', '.git'), ('wildcard-filename', '*.obj'), ('wildcard-filename', 'core'), ('wildcard-filename', '*.ilk'), ('wildcard-filename', '*.temp'), ('wildcard-filename', '*~'), ('wildcard-directory', '__pycache__'), ('wildcard-filename', '*.pdb'), ('wildcard-filename', '*.old'), ('wildcard-filename', '*.wpr'), ('wildcard-filename', '*.ncb'), ('wildcard-directory', '_svn'), ('wildcard-filename', '*.so'), ('wildcard-filename', '*.tmp'), ('wildcard-directory', '.xvpics'), ('wildcard-filename', '#*#'), ('wildcard-filename', '*.pyd'), ('wildcard-filename', '*.zip'), ('wildcard-filename', '.coverage'), ('wildcard-filename', '*.wpu'), ('wildcard-filename', '*.a'), ('wildcard-filename', '*.dll'), ('wildcard-directory', '.hg'), ('wildcard-filename', '*.pyc'), ('wildcard-filename', '*.tar.gz'), ('wildcard-directory', '.bzr'), ('wildcard-directory', 'CVS'), ('wildcard-filename', '*.sbr'), ('wildcard-filename', '*.o'), ('wildcard-filename', '*-old'), ('wildcard-filename', '*.svn-base'), ('wildcard-directory', '.svn')]), set([])), u'Python Files': (set([('mime-type', 'text/x-cython'), ('mime-type', 'text/x-python')]), set([('wildcard-directory', '_svn'), ('wildcard-directory', '.xvpics'), ('wildcard-filename', '*~'), ('wildcard-directory', '.bzr'), ('wildcard-directory', 'CVS'), ('wildcard-filename', '#*#'), ('wildcard-filename', '*.svn-base'), ('wildcard-directory', '__pycache__'), ('wildcard-filename', '.coverage'), ('wildcard-directory', '.git'), ('wildcard-filename', '.#*'), ('wildcard-directory', '.svn'), ('wildcard-directory', '.hg')]))}

- **Reloading**

External Check Freq

Time in seconds indicating the frequency with which the IDE should check the disk for files that have changed externally. Set to 0 to disable entirely.

Internal Name: **cache.external-check-freq**

Data Specification: **<type int>, <type float>**

Default Value: **5**

Reload when Unchanged

Selects action to perform on files found to be externally changed but unaltered within the IDE. Use Auto Reload to automatically reload these files, Immediately Request Reload to ask via a dialog box upon detection, Requst Reload on Edit to ask only if

the unchanged file is edited within the IDE subsequently, or Never Reload to ignore external changes (although you will still be warned if you try to save over an externally changed file)

Internal Name: **cache.unchanged-reload-policy**

Data Specification: **[never-reload, auto-reload, request-reload, edit-reload]**

Default Value: **auto-reload**

Reload when Changed

Selects action to perform on files found to be externally changed and that also have been altered in the IDE. One of Immediately Request Reload to ask via a dialog box upon detection, Request Reload on Edit to ask if the file is edited further, or Never Reload to ignore external changes (although you will always be warned if you try to save over an externally changed file)

Internal Name: **cache.changed-reload-policy**

Data Specification: **[never-reload, request-reload, edit-reload]**

Default Value: **request-reload**

- **External Display**

File Display Commands

Posix only: The commands used to display or edit local disk files selected from the Help menu or project files selected for external display. This is a map from mime type to a list of display commands; each display command is tried in order of the list until one works. The mime type "*" can be used to set a generic viewer, such as a web browser. Use %s to place the file name on the command lines. If unspecified then Wing will use the configured URL viewer in the environment (specified by BROWSER environment variable or by searching the path for common browsers). On Windows, the default viewer for the file type is used instead so this preference is ignored. On OS X, files are opened with "open" by default so this preference is rarely needed.

Internal Name: **gui.file-display-cmds**

Data Specification: **[dict; keys: <type str>, values: [list of: <type str>]]**

Default Value: **{}**

Url Display Commands

Posix only: The commands used to display URLs. This is a map from protocol type to a list of display commands; each display command is tried in order of the list until one works. The protocol "*" can be used to set a generic viewer, such as a multi-protocol

web browser. Use %s to place the URL on the command lines. If unspecified then Wing will use the configured URL viewer in the environment (specified by BROWSER environment variable or by searching the path for common browsers). On Windows, the default web browser is used instead so this preference is ignored. On OS X, URLs are opened with "open" by default so this preference is rarely needed.

Internal Name: **gui.url-display-cmds**

Data Specification: **[dict; keys: <type str>, values: [list of: <type str>]]**

Default Value: **{}**

Editor

Error Indicators

Controls whether Wing will show error and/or warning indicators on the editor as red and yellow underlines. When shown, hovering the mouse over the indicator shows the error or warning detail in a tooltip.

Internal Name: **edit.error-display**

Data Specification: **[show-errors, show-none, show-all]**

Default Value: **show-all**

Show Line Numbers

Shows or hides line numbers on the editor.

Internal Name: **edit.show-line-numbers**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Show Whitespace

Set to true to show whitespace with visible characters by default

Internal Name: **edit.show-whitespace**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Show EOL

Set to true to show end-of-line with visible characters by default

Internal Name: **edit.show-eol**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Split Reuse Policy

Policy for reusing splits in editors when new files are opened: Either always open in current split, reuse already visible editor falling back on current split, reuse already visible editor falling back on adjacent split, or always open in an adjacent split. This only has an effect when more than one editor split is visible.

Internal Name: **gui.split-reuse-policy**

Data Specification: **[current, reuse-adjacent, reuse-current, adjacent]**

Default Value: **current**

Strip Trailing White Space

Controls whether to automatically strip trailing white space in the editor. May be enabled for any file or only files that are part of the current project.

Internal Name: **main.auto-rstrip-on-save**

Data Specification: **[tuple length 2 of: [disabled, on-save-project, on-save], <type str>]**

Default Value: **disabled**

Block Comment Style

Style of commenting to use when commenting out blocks of Python code.

Internal Name: **gui.block-comment-style**

Data Specification: **[indented-pep8, indented, block]**

Default Value: **indented**

Scroll Past End

Set this to allow scrolling the editor past the last line.

Internal Name: **edit.scroll-past-end**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Ensure File Ends With EOL When Saving

Whether to add an eol at the end of the file when it is saved

Internal Name: **edit.ensure-ending-eol-on-save**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Enable Mouse Wheel Font Size Zooming

Whether to allow font size zooming in the editor, using the mouse wheel or zoom-in and zoom-out commands.

Internal Name: **edit.enable-font-zoom**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **Selection/Caret**

Selection Color

The color used to indicate the current text selection on editable text.

Internal Name: **gui.qt-text-selection-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

Caret Color

Selects the color to use for the editor caret.

Internal Name: **edit.caret-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

Caret Width

Width of the blinking insertion caret on the editor, in pixels. Currently limited to a value between 1 and 3.

Internal Name: **edit.caret-width**

Data Specification: **[from 1 to 3]**

Default Value: **1**

Caret Flash Rate (ms)

Sets the time in milliseconds between showing and hiding the caret when it is flashing; use 0 to disable flashing entirely

Internal Name: **edit.caret-flash-rate**

Data Specification: **[from 0 to 2000]**

Default Value: **500**

Caret Line Highlight

Selects whether to highlight the line the caret is currently on. When enabled, a highlight color and alpha (transparency) can be set.

Internal Name: **edit.caret-line-highlight**

Data Specification: **[None or [tuple length 2 of: [None or [tuple length 3 of: [from 0 to 255], [from**

Default Value: **None**

- **Indentation**

Use Indent Analysis

Select when to use indent analysis (examination of current file contents) in order to determine tab size and indent size. Either always in all files, only in Python files, or never.

Internal Name: **edit.use-indent-analysis**

Data Specification: **[always, never, python-only]**

Default Value: **always**

Default Tab Size

Set size of tabs, in spaces, used in new files. Note that in Python files that contain mixed space and tab indentation, tab size is always forced to 8 spaces. Use the Indentation Manager to alter indentation in existing files.

Internal Name: **edit.tab-size**

Data Specification: **[from 1 to 80]**

Default Value: **8**

Default Indent Size

Sets size of an indent, in spaces, used in new files. This is overridden in non-empty files, according to the actual contents of the file. In files with tab-only indentation, this value may be modified so it is a multiple of the configured tab size. Use the Indentation Manager to alter indentation in existing files.

Internal Name: **edit.indent-size**

Data Specification: **[from 1 to 80]**

Default Value: **4**

Default Indent Style

Set the style of indentation used in new files. This is overridden in non-empty files, according to the actual contents of the file. Use the Indentation Manager to alter indentation in existing files.

Internal Name: **edit.indent-style**

Data Specification: **[mixed, spaces-only, tabs-only]**

Default Value: **spaces-only**

Auto Indent

Controls when Wing automatically indents when return or enter is typed.

Internal Name: **edit.auto-indent**

Data Specification: **[0, 1, blank-only]**

Default Value: **1**

Show Indent Guides

Set to true to show indent guides by default

Internal Name: **edit.show-indent-guides**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Show Python Indent Warning Dialog

Set to show a warning dialog when opening a Python file that contains potentially problematic indentation: Either inconsistent and possibly confusing indentation, a mix of indent styles in a single file, or mixed tab and space indentation (which is not recommended for Python).

Internal Name: **edit.show-python-indent-warnings**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Show Override Warning Dialog

Show indent mismatch warning dialog when user selects an indent style that is incompatible with existing file content. This only applies to non-Python files since Wing disallows overriding the indent style in all Python files.

Internal Name: **edit.show-non-py-indent-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **Line Wrapping**

Wrap Long Lines

Enable to wrap long source lines on the editor display.

Internal Name: **edit.wrap-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Edge Markers

Control whether and how edge markers are shown in the editor.

Internal Name: **edit.qt-show-edge-markers**

Data Specification: **[tuple length 3 of: [0, 1, 2], [from 0 to 10000], [None or [tuple le ngth 3 of: [fro**

Default Value: **(0, 80, None)**

Reformatting Wrap Column

Column at which text should be wrapped by commands that automatically rearrange text

Internal Name: **edit.text-wrap-column**

Data Specification: **<type int>**

Default Value: **77**

- **Clipboard**

On Empty Selection

Controls whether or not to copy or cut the whole current line when there is no selection on the editor.

Internal Name: **edit.smart-clipboard**

Data Specification: **[disabled, copy-cut, copy]**

Default Value: **copy**

Middle Mouse Paste

Paste text into the editor from the clipboard when the middle mouse button is pressed. Disabling this is mainly useful for wheel mice with a soft wheel that causes pasting of text before wheel scrolling starts.

Internal Name: **edit.middle-mouse-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Adjust Indent After Paste

Controls whether Wing automatically adjusts indents after multi-line text is pasted. When enabled, a single undo will remove any alterations in indentation.

Internal Name: **edit.adjust-indent-after-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **Syntax Coloring**

Background Color

Background color to use on the source editor, Python Shell, Debug Probe, Source Assistant, and other tools that display source code. Foreground colors for text may be altered automatically to make them stand out on the selected background color.

Internal Name: **edit.background-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

Syntax Formatting

Formatting options for syntax coloring in editors. Colors are relative to a white background and will be transformed if the background color is set to a color other than white.

Internal Name: **.edit.syntax-formatting**

Data Specification: **[dict; keys: <type str>, values: [dict; keys: [italic, back, fore, b old], values: [**

Default Value: **{}**

Highlight Builtins

Highlight Python builtins

Internal Name: **edit.highlight-builtins**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **Occurrences**

Highlight Occurrences

Selects when to automatically highlight other occurrences of the current selection on the editor

Internal Name: **edit.highlight-occurrences**

Data Specification: **[always, never, words]**

Default Value: **words**

Match Case

Disable to allow occurrences highlighting also where case does not match.

Internal Name: **edit.match-case-occurrences**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Occurrences Indicator Style

The style of indicator to use for highlighting other occurrences of the current selection on the editor.

Internal Name: **edit.occurrence-indicator-style**

Data Specification: **[box, block]**

Default Value: **block**

Occurrences Color

The color used to indicate the current text selection on editable text.

Internal Name: **edit.occurrence-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

- **Folding**

Enable Folding

Whether to enable folding source code.

Internal Name: **edit.enable-folding**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Line Mode

Whether and how to show a line at a collapsed fold point. Controls the position of the line and whether it is shown for collapsed or expanded fold points.

Internal Name: **edit.fold-line-mode**

Data Specification: **[above-collapsed, above-expanded, none, below-collapsed, below-expanded]**

Default Value: **below-collapsed**

Indicator Style

Selects the type of indicators to draw at fold points.

Internal Name: **edit.fold-indicator-style**

Data Specification: **[from 0 to 3]**

Default Value: **1**

Fold Trailing White Space

Controls whether or not trailing white space after a block of code is folded up along with the block, for a more compact folded display.

Internal Name: **edit.fold-trailing-whitespace**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

- **Auto-completion**

Auto-show Completer

Controls whether or not the completer is always shown automatically during typing, never auto-shown, or shown only after a certain number of characters are in the completion fragment. When auto-show is disabled, the auto-completer can still be shown on demand with the Show Completer item in the Source menu.

Internal Name: **edit.autocomplete-autoshow-option**

Data Specification: **[always, never]**

Default Value: **always**

Auto-completer Height

The maximum number of lines to show in the auto-completer at once.

Internal Name: **edit.autocompleter-height**

Data Specification: **<type int>**

Default Value: **10**

Auto-complete Delay (sec)

Delay in seconds from last key press to wait before the auto-completer is shown. If 0.0, the auto-completer is shown immediately.

Internal Name: **edit.autocomplete-delay**

Data Specification: **<type int>, <type float>**

Default Value: **0.0**

Auto-complete Timeout

Timeout in seconds from last key press after which the auto-completer is automatically hidden. If 0.0, the auto-completer does not time out.

Internal Name: **edit.autocomplete-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **0**

Completion Keys

Controls which keys will enter selected completion value into the editor.

Internal Name: **edit.autocomplete-keys**

Data Specification: **[tuple of: [f1, f3, return, space, period, bracketleft, tab, f12, colon, f10, parenleft]]**

Default Value: **['tab']**

Completion Mode

Selects how completion is done in the editor: Either insert the completion at the cursor, replace any symbols that match the leading part of the completion (and insert in other cases), or replace any existing symbol with the new symbol.

Internal Name: **edit.autocomplete-mode**

Data Specification: **[replace-matching, insert, replace]**

Default Value: **insert**

Case Insensitive Matching

Controls whether matching in the completer is case sensitive or not. The correct case is always used when a completion is chosen.

Internal Name: **edit.autocomplete-case-insensitive**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Include Snippets in Completer

Whether or not to include code snippets in the auto-completer.

Internal Name: **edit.snippets-in-autocompleter**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Python Turbo Mode (Experimental)

When enabled, the Python auto-completer enters the completion automatically whenever a key other than a valid symbol name key is pressed. When disabled, only the configured completion keys enter the completion into the editor.

Internal Name: **edit.autocomplete-turbo-mode**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Non-Python Completion

Controls whether or not use the completer in non-Python files, where it uses a simple word list generated from the existing contents of the file. If enabled, the number of characters required before the completer is shown may be specified here.This value overrides any character threshold set above.

Internal Name: **edit.autocomplete-non-python-option**

Data Specification: **[always, never]**

Default Value: **3**

Non-Python Word Size

Sets the minimum size of words to add to the completion list for non-Python files. This affects only words found in the file, and not words included because they are keywords for that file type.

Internal Name: **edit.autocomplete-non-python-word-size**

Data Specification: **<type int>**

Default Value: **4**

- **Printing**

Print Header Format

Set the header format to use for printing. This can be any text with any of the following special fields mixed in: %basename% - base file name; %prepend-fullpath% - full path file name; %prepend-relative% - relative path with from project file; %append-relative% - file name with relative path appended; %append-fullpath% - file name with full path appended; %file-time% - file modification time; %file-date% - file modification date; %current-time% - current time; %current-date% - current date; %page% - current page being printed

Internal Name: **edit.print-header-format**

Data Specification: **<type str>**

Default Value: **%prepend-fullpath%**

Print Footer Format

Set the footer format to use for printing. The values allowed are the same as those for print-header-format.

Internal Name: **edit.print-footer-format**

Data Specification: **<type str>**

Default Value: **Page %page%, last modified %file-date% %file-time%**

Print Header Font

Font to use in print header.

Internal Name: **edit.print-header-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

Print Footer Font

Font to use in print footer.

Internal Name: **edit.print-footer-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

Use Default Foreground Colors

Use default foreground colors for all text when printing. This is necessary when using a dark background in the GUI and printing on white paper.

Internal Name: **edit.use-default-foreground-when-printing**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

- **Context Menu**

Groups Shown

Controls which groups of menu items will be shown in the editor's context menu.

Internal Name: **edit.context-menu-groups**

Data Specification: **[tuple of: [comment, indent, clip, script, vcs, nav, debug]]**

Default Value: **['clip', 'nav', 'debug', 'comment', 'indent', 'vcs', 'script']**

Custom Items

Extra menu items to add to the editor context menu.

Internal Name: **edit.context-menu-custom-items**

Data Specification: **[tuple of: [tuple length 2 of: <type str>, <type str>]]**

Default Value: **()**

- **Advanced**

Brace Highlighting

Enabled to automatically highlight the matching braces next to the cursor or as they are typed.

Internal Name: **edit.auto-brace-match**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Maximum Non-Sticky Editors

Maximum number of non-sticky (auto-closing) editors to keep open at one time, in addition to any that are visible on screen

Internal Name: **gui.max-non-sticky-editors**

Data Specification: **<type int>**

Default Value: **1**

Selection Policy

This controls whether to retain selection in the editor after certain operations. The editor may always select the text that was operated on, only retain existing selections, or never select after the operation completes.

Internal Name: **edit.select-policy**

Data Specification: **[dict; keys: [(u'Indent Region', 'indent-region'), (u'Indent To M atch', 'indent-t**

Default Value: **{'uncomment-out-region': 'retain-select', 'outdent-region': 'retain-s elect', 'comme**

Mini-search Case Sensitivity

Whether or not mini-search is case sensitive. May match the current keyboard personality's default, use case sensitive search only if an upper case character is typed, always search case sensitive, or always search case insensitively.

Internal Name: **edit.minisearch-case-sensitive**

Data Specification: **[always, never, if-upper, match-mode]**

Default Value: **match-mode**

Symbol Menu Max Length

The maximum number of names allowed on a single symbol menu

Internal Name: **.edit.max-symbol-menu-name-count**

Data Specification: **<type int>**

Default Value: **200**

Debugger

Integer Display Mode

Select the display style for integer values.

Internal Name: **debug.default-integer-mode**

Data Specification: **[dec, hex, oct]**

Default Value: **dec**

Hover Over Symbols

Enable to display debug data values for any symbol on the editor when the mouse cursor hovers over it.

Internal Name: **debug.hover-over-symbols**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Hover Over Selection

Controls whether debug values are shown when the mouse hovers over a selection in the editor. This may be disabled, enabled for symbols (like x.y.z) only, or enabled for all selections including function or methods calls. WARNING: Enabling evaluation of any selection may result in function or method calls that have side effects such as altering the program state or even making unintended database or disk accesses!

Internal Name: **debug.hover-over-selections**

Data Specification: **[0, 1, all]**

Default Value: **1**

Run Marker Color

The color of the text highlight used for the run position during debugging

Internal Name: **debug.debug-marker-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

Run Marker Alpha

Select transparency (0-160) of the text highlight used for the run position during debugging

Internal Name: **debug.run-marker-alpha**

Data Specification: **[None or <type int>]**

Default Value: **None**

Line Threshold

Defines the character length threshold under which a value will always be shown on a single line, even if the value is a complex type like a list or dict.

Internal Name: **debug.line-threshold**

Data Specification: **<type int>**

Default Value: **65**

Ignore Unsynchronized Files

Controls whether or not Wing ignores files that were not saved before starting debug or that have changed since they were loaded by the debug process. Wing normally

will warn of unsynchronized files since breakpoints may not be reached and stepping through the files may not work properly if lines have moved. Checking this option turns off these warnings.

Internal Name: **gui.ignore-unsaved-before-action**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

- **Exceptions**

Report Exceptions

Controls how Wing reports exceptions that are raised by your debug process. By default, Wing shows exceptions at the time that the exception traceback would normally be printed. Alternatively, Wing can try to predict which exceptions are unhandled, and stop immediately when unhandled exceptions are raised so that any finally clauses can be stepped through in the debugger. Wing can also stop on all exceptions (even if handled) immediately when they are raised, or it can wait to report fatal exceptions as the debug process terminates. In the latter case Wing makes a best effort to stop before the debug process exits or at least to report the exception post-mortem, but one or both may fail if working with externally launched debug processes. In that case, we recommend using When Printed exception reporting mode.

Internal Name: **debug.exception-mode**

Data Specification: **[unhandled, always, never, printed]**

Default Value: **printed**

Report Logged Exceptions In When Printed Mode

Controls whether to stop on exceptions logged with logging.exception if the exception mode is set to 'When Printed'

Internal Name: **debug.stop-on-logged-exception**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Never Report

Names of builtin exceptions to never report, even if the exception is not handled. This list takes precedence over the Always Report preference and the Report Exceptions preference when it is set to a value other than Always Immediately.

Internal Name: **debug.never-stop-exceptions**

Data Specification: **[tuple of: <type str>]**

Default Value: **['SystemExit', 'GeneratorExit']**

Always Report

Names of builtin exceptions to (nearly) always report. These exceptions are not reported only if they are explicitly caught by the specific subclass in the same frame in which they are raised.

Internal Name: **debug.always-stop-exceptions**

Data Specification: **[tuple of: <type str>]**

Default Value: **['AssertionError']**

- **I/O**

Debug I/O Encoding

Encoding of input/output in the Debug I/O panel

Internal Name: **debug.debug-io-encoding**

Data Specification: **[None or [Central and Eastern European iso8859-2, Japanese i so-2022-jp-2 , Ukrainian koi8-u, Hebrew cp1255, Danish, Norwegian cp865, Cyrillic Language s iso8859-5, T**

Default Value: **None**

Shell Encoding

Encoding of input/output in the integrated Python Shell

Internal Name: **debug.debug-probe-encoding**

Data Specification: **[None or [Central and Eastern European iso8859-2, Japanese i so-2022-jp-2 es iso8859-14, Thai cp874, Cyrillic Languages cp855, Western European iso8859 -15, Arabic cp**

Default Value: **None**

Pretty Print in Shells

Enable to use pprint.pprint to display values in the Python Shell and Debug Probe.

Internal Name: **debug.pretty-print-in-shells**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Use External Console

Selects whether to use the integrated Debug I/O tool for debug process input/output or an external terminal window. Use an external window if your debug process depends on details of the command prompt environment for cursor movement, color text, etc.

Internal Name: **debug.external-console**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

External Console Waits on Exit

Determines whether to leave up the console after normal program exit, or to close the console right away in all cases. This is only relevant when running with an external native console instead of using the integrated Debug I/O tool.

Internal Name: **debug.persist-console**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

External Consoles

A list of the terminal programs that are used with debug processes when running with an external console. Each is tried in turn until one is found to exist. If just the name is given, Wing will look for each first on the PATH and then in likely places. Specify the full path (starting with "/") to use a specific executable. If program arguments are specified, they must end with the argument that indicates that the rest of arguments are the program to run in the terminal. If the program name starts with ${WINGHOME} , ${WINGHOME} is replaced by the Wing install directory. On OS X if the program name ends is .applescript, the environment is loaded from a file before starting the debugger.

Internal Name: **debug.x-terminal**

Data Specification: **[tuple of: <type str>]**

Default Value: **['${WINGHOME}/resources/osx/run-in-terminal.applescript', 'gnom e-terminal "--t**

- **Data Filters**

Omit Types

Defines types for which values are never shown by the debugger.

Internal Name: **debug.omit-types**

Data Specification: **[tuple of: <type str>]**

Default Value: **('function', 'builtin_function_or_method', 'class', 'classobj', 'instan ce method', 't**

Omit Names

Defines variable/key names for which values are never shown by the debugger.

Internal Name: **debug.omit-names**

Data Specification: **[tuple of: <type str>]**

Default Value: **()**

Do Not Expand

Defines types for which values should never be probed for contents. These are types that are known to crash when the debugger probes them because they contain buggy data value extraction code. These values are instead shown as an opaque value with hex object instance id and are never accessed for runtime introspection.

Internal Name: **debug.no-probe-types**

Data Specification: **[tuple of: <type str>]**

Default Value: **('GdkColormap', 'IOBTree', 'JPackage')**

Huge List Threshold

Defines the length threshold over which a list, dict, or other complex type will be considered too large to show in the normal debugger. If this is set too large, the debugger will time out (see the Network Timeout preference)

Internal Name: **debug.huge-list-threshold**

Data Specification: **<type int>**

Default Value: **2000**

Huge String Threshold

Defines the length over which a string is considered too large to fetch for display in the debugger. If this is set too large, the debugger will time out (see the Network Timeout preference).

Internal Name: **debug.huge-string-threshold**

Data Specification: **<type int>**

Default Value: **64000**

- **External/Remote**

Accept Debug Connections

Controls whether or not the debugger listens for connections from an externally launched program. This should be enabled when the debug program is not launched by the IDE.

Internal Name: **debug.passive-listen**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Allowed Hosts

Sets which hosts are allowed to connect to the debugger when it is listening for externally launched programs.

Internal Name: **debug.passive-hosts**

Data Specification: **[tuple of: <type str>]**

Default Value: **('127.0.0.1',)**

Server Host

Determines the network interface on which the debugger listens for connections. This can be a symbolic name, an IP address, or left unspecified to indicate that the debugger should listen on all valid network interfaces on the machine. Note that when a debug session is launched from within the IDE (with the Run button), it always connects from the loopback interface (127.0.0.1)

Internal Name: **debug.network-server**

Data Specification: **[None or <type str>]**

Default Value: **None**

Server Port

Determines the TCP/IP port on which the IDE will listen for the connection from the debug process. This needs to be unique for each developer working on a given host. The debug process, if launched from outside of the IDE, needs to be told the value specified here using kWingHostPort inside wingdbstub.py or by WINGDB_HOSTPORT environment variable before importing wingdbstub in the debug process.

Internal Name: **debug.network-port**

Data Specification: **[from 0 to 65535]**

Default Value: **50005**

Location Map

Defines a mapping between the remote and local locations of files for host-to-host debugging. For each IP address, a remote and local prefix is given. This should be used when full paths of files on the remote host do not match those for the same files on the local host. Wing assumes an external file server or synchronization protocol is in use and does not itself transfer the files.

Internal Name: **debug.location-map**

Data Specification: **[dict; keys: <ip4 address #.#.#.#>, values: [None or [list of: [tu ple length 2 o**

Default Value: **{'127.0.0.1': None}**

Kill Externally Launched

Enable or disable the terminating debug processes that were launched from outside of the IDE. When disabled, Wing just detaches from the process, leaving it running.

Internal Name: **debug.enable-kill-external**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Common Attach Hosts

List of host/port combinations that should be included by default in the attach request list shown with Attach to Process in the Debug menu, in addition to those that are registered at runtime. These are used primarily with externally launched debug processes, since Wing automatically shows IDE-launched processes for attach when appropriate. This value corresponds with kAttachPort configured in wingdbstub.py or by WINGDB_ATTACHPORT environment variable before importing wingdbstub in the debug process.

Internal Name: **debug.attach-defaults**

Data Specification: **[tuple of: [tuple length 2 of: <type str>, [from 0 to 65535]]]**

Default Value: **(('127.0.0.1', 50015),)**

- **Advanced**

Network Timeout

Controls the amount of time that the IDE will wait for the debug process to respond before it gives up. This protects the IDE from freezing up if your program running within the debug process crashes or becomes unavailable. It must also be taken into account when network connections are slow or if sending large data values (see the Huge List Threshold and Hug String Threshold preferences).

Internal Name: **debug.network-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **10**

Resolve Properties

Set to show property values in the debug data views. This should be used with caution. It enables invocation of the fget() method on the property, which in some code bases can execute unwanted code, make unexpected changes to runtime state, hang on lengthy computations, trigger thread deadlocks, or crash on buggy user code while debug data is being displayed in the IDE.

Internal Name: **debug.resolve-properties**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Allow dynamic introspection

Set to allow Python code and other dynamic calls to be invoked while introspecting values in the debugger, for display in the auto-completer, shells, and source assistant. This should be used with caution. In some code bases, enabling this can execute unwanted code, make unexpected changes to runtime state, hang on lengthy computations, trigger thread deadlocks, or crash on buggy user code, while working in the IDE.

Internal Name: **debug.allow-dynamic-introspection**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Show Data Warnings

Controls whether or not time out, huge value, and error handling value errors are displayed by the debugger the first time they are encountered in each run of Wing.

Internal Name: **debug.show-debug-data-warnings**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Use sys.stdin Wrapper

Whether sys.stdin should be set a wrapper object for user input in the program being debugged. The wrapper allows debug commands, such as pause, to be executed while the program is waiting for user input. The wrapper may cause problems with multi-threaded programs that use C stdio functions to read directly from stdin and will be slower than the normal file object.However, turning this preference off means that

your debug process will not pause or accept breakpoint changes while waiting for keyboard input, and any keyboard input that occurs as a side effect of commands typed in the Debug Probe will happen in unmodified stdin instead (even though output will still appear in the Debug Probe as always).

Internal Name: **debug.use-stdin-wrapper**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Show Editor on Exceptions in Shells

Controls whether the debugger raises source files to indicate exception locations encountered when working in the Debug Probe, and other debugger tools.

Internal Name: **debug.raise-from-tools**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Shells Ignore Editor Modes

Set to False so that shells will act modal in the same way as editors when working with a modal key bindings such as that for VI. When True, the shells always act as if in Insert mode.

Internal Name: **debug.shells-ignore-editor-modes**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Execute Pasted Lines in Shells Immediately

Whether to always execute immediately after text is pasted into a shell. Note that if the number of lines exceed the pasted line threshold, the lines are immediately executed.

Internal Name: **debug.shell-always-execute-on-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Auto-show Run Args Dialog

Controls whether the Debug Args dialog is shown before each debug run: Either never show the dialog or show it only if 'Show this dialog before each run' is checked in the file's properties (this is the default).

Internal Name: **debug.show-args-dialog**

Data Specification: **[per-file, never]**

Default Value: **per-file**

- **Diagnostics**

Debug Internals Log File

This is used to obtain verbose information about debugger internals in cases where you are having problems getting debugging working. Logging can be disabled, or sent to stderr, stdout, or a file.

Internal Name: **debug.logfile**

Data Specification: **[one of: None, [<stdout>, <stderr>], <type str>]**

Default Value: **None**

Extremely Verbose Internal Log

This is used to turn on very verbose and detailed logging from the debugger. Only recommended when debugging the debugger.

Internal Name: **debug.very-verbose-log**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Python Shell Debug Log

This is used to obtain verbose information about the Python Shell internals in cases where you are having problems getting it working. Logging can be disabled, or sent to stderr, stdout, or a file.

Internal Name: **debug.shell-logfile**

Data Specification: **[one of: None, [<stdout>, <stderr>], <type str>]**

Default Value: **None**

Extremely Verbose Python Shell Debug Log

This is used to turn on very verbose and detailed logging from the Python Shell internals. Only recommended when debugging the Python Shell.

Internal Name: **debug.very-verbose-shell-log**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Source Analysis

Analyze in Background

Whether Wing should try to analyze python source in the background.

Internal Name: **pysource.analyze-in-background**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Introspect Live Runtime

Set to introspect live Python runtimes for information displayed in autocompletion, the Source Assistant, and debug data value tooltips. Runtimes introspected include the Python Shell and live debug processes stopped at an exception or breakpoint.

Internal Name: **debug.introspect-in-shells**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Typing Suspend Timeout

Number of seconds between last key press and when analysis is re-enabled if analysis is to be suspended while typing occurs. If <= 0, analysis is not suspended.

Internal Name: **edit.suspend-analysis-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **3**

Max Cache Size (MB)

The maximum size of the disk cache in megabytes

Internal Name: **pysource.max-disk-cache-size**

Data Specification: **[from 100 to 10000]**

Default Value: **500**

Max Memory Buffers

The maximum # of analysis info buffers that can be in-memory at once for files that are not open.

Internal Name: **pysource.max-background-buffers**

Data Specification: **[from 50 to 300]**

Default Value: **80**

- **Advanced**

Interface File Path

Path to search for interface files for extension modules. If directory name is relative, it will be interpreted as relative to the user settings directory (USER_SETTINGS_DIR)

Internal Name: **pysource.interfaces-path**

Data Specification: **[tuple of: <type str>]**

Default Value: **('pi-files',)**

Scrape Extension Modules

Enable to automatically load and introspect extension modules and other modules that cannot be statically analysed. These modules are loaded in another process space and 'scraped' to obtain at least some analysis of the module's contents.

Internal Name: **pysource.scrape-modules**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

Scraping Helper Snippets

This is a dictionary from module name to Python code that should be executed before attempting to load extension modules for scraping. This is needed in cases where the extension modules are designed to be loaded only after some configuration magic is performed. For most extension modules, no extra configuration should be needed.

Internal Name: **pysource.scrape-config**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{'QtSvg': 'try:\n from PyQt4 import QtSvg\nexcept:\n try:\n from PyQt5 impor from PySide import QtXml\n', 'QtWebKit': 'try:\n from PyQt4 import QtWebKit\ne xcept:\n try mlPatterns\n', 'QtDeclarative': 'try:\n from PyQt4 import QtDeclarative\nexcept:\ n try:\n fron rs.sort()\nvers.reverse()\nfor v in vers:\n try:\n pygtk.require(v)\n break\n ex cept:\n p ect': 'import pygtk\nvers = pygtk._get_available_versions().keys()\nvers.sort()\nv ers.reverse() k\n except:\n from PySide import QtNetwork\n'}**

Python Docs URL Prefix

Prefix for Python Standard Library Documentation. This should be in the form http://docs.python.org/library/ and Wing will append module and symbol specific to the given URL. To use locally stored documentation, you must run a local web server since # bookmarks do not work in file: URLs.

Internal Name: **pysource.python-doc-url-prefix**

Data Specification: **[None or <type int>]**

Default Value: **None**

Use SQLite Dot-file Locking

Use slower, dotfile locking for sqllite databases to work around buggy remote file servers. Only needed if the user cache directory is on a remote file system or can be accessed via a remote file system. It is recommended that the user cache directory be on the local file system for performance reasons.

Internal Name: **pysource.use-sqllite-dotfile-locking**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Network

HTTP Proxy Server

Allows manual configuration of an http proxy to be used for feedback, bug reports, and license activation, all of which result in Wing connecting to wingware.com via http. Leave user name and password blank if not required.

Internal Name: **main.http-proxy**

Data Specification: **[None or [tuple length 4 of: <type str>, <type int>, <type str>, <type str>]]**

Default Value: **None**

Internal Preferences

Core Preferences

main.auto-reload-scripts

When enabled, Wing will automatically reload scripts that extend the IDE when they are edited and saved from the IDE. This makes developing extension scripts for the IDE very fast, and should work in most cases. Disable this when working on extension scripts that do not reload properly, such as those that reach through the scripting API extensively.

Internal Name: **main.auto-reload-scripts**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

main.debug-break-on-critical

If True and a gtk, gdk, or glib critical message is logged, Wing tries to start a C debugger and break at the current execution point

Internal Name: **main.debug-break-on-critical**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

main.documentation-language

The language to use for the documentation, when available (not all documentation is translated into all supported languages).

Internal Name: **main.documentation-language**

Data Specification: **[de, en, None, fr]**

Default Value: **en**

main.extra-mime-type-comments

This is a map from mime type to tuple of start/end comment characters for each mime type. One entry should be added for each new mime type added with the main.extra-mime-types preference.

Internal Name: **main.extra-mime-type-comments**

Data Specification: **[dict; keys: <type str>, values: [tuple length 2 of: <type str>, <type str>]]**

Default Value: **{}**

main.extra-mime-type-names

This is a map from mime type to displayable name for that mime type; one entry should be added for each new mime type added with the main.extra-mime-types preference.

Internal Name: **main.extra-mime-type-names**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{}**

main.help-font-zoom

The amount by which to zoom font sizes in or out in the documentation viewer.

Internal Name: **main.help-font-zoom**

Data Specification: **<type float>**

Default Value: **1.0**

main.ignored-updates

Used internally to keep track of updates the user is not interested in

Internal Name: **main.ignored-updates**

Data Specification: **[list of: <type str>]**

Default Value: **[]**

main.perspective-auto-save

Selects whether to auto-save perspectives when switching to another perspective. Can always auto-save, never auto-save, prompt each time a perspective is left, or auto-save as configured on a per-perspective basis.

Internal Name: **main.perspective-auto-save**

Data Specification: **[tuple length 2 of: [always, never, prompt, choose], <type str>]**

Default Value: **always**

main.perspective-shared-file

Selects the file to use for storing and retrieving shared perspectives. By default (when value is None) the file 'perspectives' in the user settings directory is used.

Internal Name: **main.perspective-shared-file**

Data Specification: **[one of: <type NoneType>, <type str>]**

Default Value: **None**

main.plugin-overrides

Defines which plugins are enabled or disabled.

Internal Name: **main.plugin-overrides**

Data Specification: **[dict; keys: <type str>, values: <boolean: 0 or 1>]**

Default Value: **{}**

main.script-path

Specifies the directories in which Wing will look for user-defined scripts that extend the functionality of the IDE itself. The directory names may contain environment variables in the $(envname) form. Use $(WING:PROJECT_DIR) for the project directory.For each directory, Wing will load all found Python modules and packages, treating any function whose name starts with a letter (not _ or __) as a script-provided command. Extension scripts found in files within directories later in the list will override scripts of

the same name found earlier, except that scripts can never override commands that are defined internally in Wing itself (these are documented in the Command Reference in the users manual). See the Scripting and Extending chapter of the manual for more information on writing and using extension scripts. Note that WINGHOME/scripts is always appended to the given path since it contains scripts that ship with Wing.

Internal Name: **main.script-path**

Data Specification: **[list of: <type str>]**

Default Value: **[u'USER_SETTINGS_DIR/scripts']**

main.sassist-allow-pep287-errors

Whether show docstrings as ReST even if they contain parse errors. When disabled, they are shown as plain text instead. When enabled, this may destroy formatting of some docstrings.

Internal Name: **main.sassist-allow-pep287-errors**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

main.sassist-always-show-docstrings

Whether to always show docstrings in the Source Assistant. When disabled, only the docstring for the last displayed symbol is shown.

Internal Name: **main.sassist-always-show-docstrings**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

main.sassist-tries-rewrap

Whether to rewrap plain text docstrings for display in the Source Assistant. This may destroy formatting of some docstrings.

Internal Name: **main.sassist-tries-rewrap**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

main.sassist-show-validity

Whether show docstring type and validity in the Source Assistant.

Internal Name: **main.sassist-show-validity**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

main.sassist-tries-pep287

Whether to try parsing docstrings as ReST format for display in the Source Assistant. This may destroy formatting of some docstrings.

Internal Name: **main.sassist-tries-pep287**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

User Interface Preferences

gui.all-editors-in-all-splits

Whether to show all open editors in a window in every split.

Internal Name: **gui.all-editors-in-all-splits**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

gui.alphabetize-tabs

Whether to keep tabs in alphabetical order.

Internal Name: **gui.alphabetize-tabs**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

gui.feedback-email

Email address to use by default in the Feedback and Bug Report dialogs

Internal Name: **gui.feedback-email**

Data Specification: **<type str>**

Default Value: **""**

gui.last-feedback-shown

Used internally to avoid showing the feedback dialog on exit over and over again.

Internal Name: **gui.last-feedback-shown**

Data Specification: **<type float>**

Default Value: **0.0**

gui.message-config

Controls the format and verbosity of messages shown to the user for each message domain in the message area. Each domain specifies the format (in Python 2.3 logging.Formatter format), and the minimum logging level that should be shown in the display. If a message domain is left unspecified, then the parent domain settings are used instead ("" is the parent of all domains).

Internal Name: **gui.message-config**

Data Specification: **[dict; keys: [search, debugger, analysis, general, project, edit or, scripts, bro**

Default Value: **{'': ('%(message)s', 0, 100000)}**

gui.more-controls-for-search-in-files

Controls whether "Search in Files" dialog has an extra row of visible options as buttons.

Internal Name: **gui.more-controls-for-search-in-files**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

gui.prefered-symbol-order

Control preferred order in source index displays such as the editor browse menus. Either sort in the order found in the file or alphabetical order.

Internal Name: **gui.prefered-symbol-order**

Data Specification: **[file-order, alpha-order]**

Default Value: **alpha-order**

gui.reported-exceptions

Used internally to remember which unexpected exceptions have already been reported so we only show error reporting dialog once for each.

Internal Name: **gui.reported-exceptions**

Data Specification:
[dict; keys: <type str>, values: [dict; keys: <type str>, values: <boolean: 0 or 1>]]

Default Value: **{}**

gui.scan-for-pythoncom-shell-extensions

Scan for pythoncom shell extensions on Windows

Internal Name: **gui.scan-for-pythoncom-shell-extensions**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

gui.set-win32-foreground-lock-timeout

Controls whether or not to set the foreground lock timeout on Windows XP, where normally Wing will be unable to bring source windows to front whenever the debug process has windows in the foreground. When this preference is true, the system-wide value that prevents background applications from raising windows is cleared whenever Wing is running. This means that other apps will also be able to raise windows without these restrictions while Wing is running. Set the preference to false to avoid this, but be prepared for windows to fail to raise in some instances. Note: If Wing is terminated abnormally or from the task manager, the changed value will persist until the user logs out.

Internal Name: **gui.set-win32-foreground-lock-timeout**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

gui.show-feedback-dialog

Whether feedback dialog is shown to user on quit.

Internal Name: **gui.show-feedback-dialog**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

gui.startup-show-wingtips

Controls whether or not the Wing Tips tool is shown automatically at startup of the IDE.

Internal Name: **gui.startup-show-wingtips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

gui.use-system-qt

Use the system-provided Qt library (requires Qt4 4.8 or later). Wing comes with its own private copy of the Qt libraries for which it is built and tested. Use the system Qt option to better integrate with the gnome or other desktop environment, however on some systems this may result in random crashing or other bugs resulting from binary incompatibilities in library versions. This preference may be overridden on the command line with the --system-qt and --private-qt command line options.

Internal Name: **gui.use-system-qt**

Data Specification: **[False, True, None]**

Default Value: **False**

gui.work-area-rect

Rectangle to use for the IDE work area on screen. All windows open within this area. Format is (x, y, width, height), or use None for full screen.

Internal Name: **gui.work-area-rect**

Data Specification: **[None or [tuple length 4 of: <type int>, <type int>, <type int>, <type int>]]**

Default Value: **None**

Editor Preferences

consoles.auto-clear

Automatically clear the OS Commands consoles each time the command is re-executed

Internal Name: **consoles.auto-clear**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

edit.auto-edit-close

Enable to auto-close quotes, parenthesis, braces, comments, and so forth.

Internal Name: **edit.auto-edit-close**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-colon

Auto-enter newline and auto-indent after typing a colon that starts a new Python block and indent following line or block of lines when colon is pressed repeatedly. This also starts a new Python block using a selected range of lines as the body, if colon is pressed on a non-empty selection.

Internal Name: **edit.auto-edit-colon**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

edit.auto-edit-colon-creates-block

Enable creating a new block with a selected range of lines when colon is pressed.

Internal Name: **edit.auto-edit-colon-creates-block**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-comment

Enable commenting out a non-empty selection when a comment character is pressed.

Internal Name: **edit.auto-edit-comment**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-continue

Automatically continue comments or strings in the form ("") or () after a newline is typed within the comment or string text

Internal Name: **edit.auto-edit-continue**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-enabled

Enable or disable Wing's auto-editing capability. When enabled, a default set of individual auto-editing operations (such as auto-closing quotes and parenthesis and auto-entering invocation arguments) will be activated. The individual operations can then be enabled or disabled independently in preferences.

Internal Name: **edit.auto-edit-enabled**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-fixups

Automatically correct code when typing keys out of order. This handles cases such as x(.) -> x(). and x(:) -> x(): as well as auto-inserting . when missing

Internal Name: **edit.auto-edit-fixups**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-invoke

Enable auto-entry of invocation arguments for a function or method call.

Internal Name: **edit.auto-edit-invoke**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-parens

Enable surrounding non-empty selection when a parenthesis is pressed.

Internal Name: **edit.auto-edit-parens**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-quotes

Enable placing quotes around a non-empty selection.

Internal Name: **edit.auto-edit-quotes**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.auto-edit-spaces

Enable auto-entering spaces around operators and punctuation.

Internal Name: **edit.auto-edit-spaces**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

edit.auto-edit-spaces-enforce

When auto-entering spaces is enabled, enforce PEP8 style spacing by preventing redundant spaces.

Internal Name: **edit.auto-edit-spaces-enforce**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

edit.auto-edit-spaces-args

When auto-entering spaces is enabled, also auto-enter spaces in argument lists.

Internal Name: **edit.auto-edit-spaces-args**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

edit.auto-edit-spaces-kw

Enable auto-entering spaces after keywords.

Internal Name: **edit.auto-edit-spaces-kw**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

edit.autocomplete-autoshow

Controls whether or not the completer is shown automatically during typing. When disabled, it can still be shown on demand with the Show Completer item in the Source menu.

Internal Name: **edit.autocomplete-autoshow**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

edit.qt-bookmark-color

Color to use on the source editor to indicate the location of user-defined bookmarks.

Internal Name: **edit.qt-bookmark-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

edit.bookmark-style

Visual display style to use for bookmarks: Either an underline, a background color change, or no visible marker.

Internal Name: **edit.bookmark-style**

Data Specification: **[None, underline, background]**

Default Value: **background**

edit.dataentry-undo-grouping

Whether or not to group all edits made during data entry mode into a single undo action.

Internal Name: **edit.dataentry-undo-grouping**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

edit.qt-diff-color

Color to use on the source editor for differences during a diff/merge session. The current mark is drawn in a lighter version of the same color. The within-difference change indicators are drawn transparently with the color set in the Text Selection Color preference.

Internal Name: **edit.qt-diff-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

edit.fold-mime-types

Selects the mime types for which folding should be allowed when folding in general is enabled.

Internal Name: **edit.fold-mime-types**

Data Specification: **[list of: <type str>]**

Default Value: **['text/x-python', 'text/x-c-source', 'text/x-cpp-source', 'text/x-java-s ource', 'text/x-**

edit.gtk-input-method

Input method used for typing characters. This is important primarily for non-Western European languages.

Internal Name: **edit.gtk-input-method**

Data Specification: **[]**

Default Value: **default**

edit.qt-merged-diff-color

Color to use on the source editor for already merged differences during a diff/merge session. The current mark is drawn in a lighter version of the same color. The within-difference change indicators are drawn transparently with the color set in the Text Selection Color preference.

Internal Name: **edit.qt-merged-diff-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

consoles.wrap-long-lines

Wrap long output lines in OS Commands tool to fit within available display area.

Internal Name: **consoles.wrap-long-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

consoles.encoding

Default encoding of sub-process input/output when run in the OS Commands panel. This can be overridden on a per-command basis, in each command's properties.

Internal Name: **consoles.encoding**

Data Specification: **[None or [Central and Eastern European iso8859-2, Japanese i so-2022-jp-2(, Ukrainian koi8-u, Hebrew cp1255, Danish, Norwegian cp865, Cyrillic Language s iso8859-5, T**

Default Value: **None**

consoles.python-prompt-after-execution

Drop into Python shell after executing any Python file in the OS Commands tool

Internal Name: **consoles.python-prompt-after-execution**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

edit.sassist-font-zoom

The amount by which to zoom font sizes in or out in the Source Assistant.

Internal Name: **edit.sassist-font-zoom**

Data Specification: **<type float>**

Default Value: **1.0**

edit.symbol-find-alpha-sort

Controls whether to sort Find Symbol dialog alphabetically or in natural file order

Internal Name: **edit.symbol-find-alpha-sort**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

edit.symbol-find-include-args

Controls whether to include argument specs in the searchable text used in the Find Symbol dialog

Internal Name: **edit.symbol-find-include-args**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

Project Manager Preferences

proj.follow-editor

Controls whether or not the IDE will follow the current editor by expanding the project tree to show the file open in the editor.

Internal Name: **proj.follow-editor**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

proj.follow-selection

Controls whether or not the IDE will follow the current project manager selection by opening the corresponding source file in a non-sticky (auto-closing) editor. In either case, the project manager will always open a file in sticky mode when an item is double clicked or the Goto Source context menu item is used.

Internal Name: **proj.follow-selection**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

proj.open-from-project-full-paths

Match fragments to full path of the file name, rather than just the file name. Full path matching still occurs when the path separation character is included in the search pattern.

Internal Name: **proj.open-from-project-full-paths**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

Debugger Preferences

debug.auto-clear-debug-io

Enable to automatically clear the Debug I/O tool each time a new debug session is started

Internal Name: **debug.auto-clear-debug-io**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

debug.auto-show-debug-io

Controls whether and when to automatically show the Debug I/O tool when it receives output.

Internal Name: **debug.auto-show-debug-io**

Data Specification: **[False, True, first]**

Default Value: **1**

debug.default-python-exec

Sets the default Python Executable to use for debugging and source code analysis. This can be overridden on a project by project basis in Project Properties.

Internal Name: **debug.default-python-exec**

Data Specification: **[None or <type str>]**

Default Value: **None**

debug.default-watch-style

Sets the tracking style used when a value is double clicked in order to watch it. Values may be tracked by symbolic name, by object reference and attribute by name, and by direct object reference.

Internal Name: **debug.default-watch-style**

Data Specification: **[ref, parent-ref, symbolic]**

Default Value: **symbolic**

debug.filter-shell-history

Enable to filter shell history traversal when something is entered prior to starting traversal. When enabled, Wing will only show history items starting with the text between the start of the current item and the caret.

Internal Name: **debug.filter-shell-history**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

main.launch-shared-file

Selects the file to use for storing and retrieving shared launch configurations. By default the file 'launch' in the user settings directory is used.

Internal Name: **main.launch-shared-file**

Data Specification: **[one of: <type NoneType>, <type str>]**

Default Value: **None**

debug.shell-auto-restart-before-eval

Auto-restart the Python Shell before a file is evaluated within it. When this is disabled, be aware that previously defined symbols will linger in the Python Shell environment.

Internal Name: **debug.shell-auto-restart-before-eval**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

debug.shell-eval-whole-lines

Evaluate whole lines from editor rather than the exact selection, when a selection from the editor is sent to the Python Shell tool.

Internal Name: **debug.shell-eval-whole-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

debug.shell-pasted-line-threshold

The number of lines after which the Python Shell will just print a summary rather than the actual lines of code pasted, dragged, or other transferred to the shell.

Internal Name: **debug.shell-pasted-line-threshold**

Data Specification: **<type int>**

Default Value: **30**

debug.show-exceptions-tip

Used internally to show information about exception handling to new users. Once turned off, it is never turned on again

Internal Name: **debug.show-exceptions-tip**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

debug.stop-timeout

Number of seconds to wait before the debugger will stop in its own code after a pause request is received and no other Python code is reached.

Internal Name: **debug.stop-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **3.0**

debug.use-members-attrib

Set this to true to have the debug server use the __members__ attribute to try to interpret otherwise opaque data values. This is a preference because some extension modules contain bugs that result in crashing if this attribute is accessed. Note that __members__ has been deprecated since Python version 2.2.

Internal Name: **debug.use-members-attrib**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

debug.warn-stale-shell

Enable to display a dialog when the Python Shell state no longer matches the configured Python Executable and/or Python Path.

Internal Name: **debug.warn-stale-shell**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

debug.wrap-debug-io

Enables line wrapping in the integrated Debug I/O tool.

Internal Name: **debug.wrap-debug-io**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

debug.wrap-debug-probe

Enables line wrapping in the Debug Probe.

Internal Name: **debug.wrap-debug-probe**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

debug.wrap-python-shell

Enables line wrapping in the Python Shell.

Internal Name: **debug.wrap-python-shell**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

Command Reference

This chapter describes the entire top-level command set of Wing IDE. Use this reference to look up command names for use in modified keyboard bindings.

Commands that list arguments of type **<numeric modifier>** accept either a number or previously entered numeric modifier. This is used with key bindings that provide a way to enter a numeric modifier (such as **Esc 1 2 3** in the emacs personality or typing numerals in browse mode in the vi personality).

12.1. Top-level Commands

Application Control Commands

These are the high level application control commands.

abandon-changes (confirm=True)

Abandon any changes in the current document and reload it from disk. Prompts for user to confirm the operation unless either there are no local changes being abandoned or confirm is set to False.

about-application ()

Show the application-wide about box

begin-visited-document-cycle (move_back=True, back_key=None, forward_key=None)

Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released. *Key Binding: Ctrl-Tab invokes begin-visited-document-cycle(move_back=True)*

bookmarks-menu-items ()

Returns list of menu items for selecting among defined bookmarks

check-for-updates ()

Check for updates to Wing IDE and offer to install any that are available

close (ignore_changes=False, close_window=True, can_quit=False)

Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed

when can_quit is true. *Key Bindings: Wing IDE: Ctrl-F4; Brief: Ctrl-F4; VI/VIM: Ctrl-F4; Eclipse: Ctrl-F4; Emacs: Ctrl-F4; Visual Studio: Ctrl-F4; OS X: Command-F4*

close-all (omit_current=False, ignore_changes=False, close_window=False)

Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit_current is True. Abandons changes rather than saving them when ignore_changes is True. Close empty window and quit if all document windows closed when close_window is True. *Key Bindings: Eclipse: Ctrl-Shift-F2*

close-window ()

Close the current window and all documents and panels in it *Key Bindings: Wing IDE: Alt-F4; Brief: Alt-F4; VI/VIM: Alt-F4; Eclipse: Alt-F4; Emacs: Alt-F4; Visual Studio: Alt-F4; OS X: Option-F4*

command-by-name (command_name)

Execute given command by name, collecting any args as needed *Key Bindings: Wing IDE: Ctrl-F12; Brief: Ctrl-F12; VI/VIM: Ctrl-F12; Eclipse: Ctrl-F12; Emacs: Ctrl-F12; Visual Studio: Ctrl-F12; OS X: Command-F12*

copy-tutorial ()

Prompt user and copy the tutorial directory from the Wing IDE installation to the directory selected by the user

edit-file-sets ()

Show the File Sets preference editor

edit-preferences-file ()

Edit the preferences as a text file

enter-license ()

Enter a new license code, replacing any existing license activation

execute-file (loc=None)

Execute the file at the given location or use the active view if loc is None. *Key Bindings: Eclipse: Ctrl-U*

execute-os-command (title)

Execute one of the stored commands in the OS Commands tool, selecting it by its title

execute-os-command-by-id (id, raise_panel=True)

Execute one of the stored commands in the OS Commands tool, selecting it by its internal ID

execute-process (cmd_line)

Execute the given command line in the OS Commands tool using default run directory and environment as defined in project properties, or the values set in an existing command with the same command line in the OS Commands tool. *Key Bindings: Emacs: Alt-!*

fileset-load (name)

Load the given named file set

fileset-manage ()

Display the file set manager dialog

fileset-new-with-open-files (file_set_name)

Create a new named file set with the currently open files

fileset-new-with-selected-files (file_set_name)

Create a new named file set with the currently selected files

goto-bookmark (mark)

Goto named bookmark *Key Bindings: Wing IDE: Ctrl-Alt-G; Eclipse: Ctrl-Alt-G; Emacs: Ctrl-X R B; Visual Studio: Ctrl-Alt-G; OS X: Command-Shift-D*

goto-next-bookmark (current_file_only=False)

Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True. *Key Bindings: Wing IDE: Ctrl-Alt-Right; Brief: Ctrl-Alt-Right; VI/VIM: Ctrl-Alt-Right; Eclipse: Ctrl-Alt-Right; Emacs: Ctrl-Alt-Right; Visual Studio: Ctrl-Alt-Right*

goto-previous-bookmark (current_file_only=False)

Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True. *Key Bindings: Wing IDE: Ctrl-Alt-Left; Brief: Ctrl-Alt-Left; VI/VIM: Ctrl-Alt-Left; Eclipse: Ctrl-Alt-Left; Emacs: Ctrl-Alt-Left; Visual Studio: Ctrl-Alt-Left*

hide-line-numbers ()

Hide line numbers in editors

initiate-numeric-modifier (digit)

VI style repeat/numeric modifier for following command *Key Bindings: VI/VIM: 1 invokes initiate-numeric-modifier(digit=1)*

initiate-repeat ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Ctrl-U*

initiate-repeat-0 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-0*

initiate-repeat-1 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-1*

initiate-repeat-2 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-2*

initiate-repeat-3 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-3*

initiate-repeat-4 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Brief: Ctrl-R; Emacs: Alt-4*

initiate-repeat-5 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-5*

initiate-repeat-6 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-6*

initiate-repeat-7 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-7*

initiate-repeat-8 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-8*

initiate-repeat-9 ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-9*

internal-profile-start ()

Start internal profiling. Profile information is collected for Wing IDE's internals until internal_profile_stop is executed.

internal-profile-stop ()

Stop internal profiling after earlier internal_profile_start command. The profile can be found in the error-log file or submitted to Wingware as part of the error log included with a bug report from the Help menu.

new-blank-file (filename)

Create a new blank file on disk, open it in an editor, and add it to the current project.

new-directory (filename)

Create a new directory on disk and add it to the current project.

new-document-window ()

Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels) *Key Bindings: Emacs: Ctrl-X 5 2; OS X: Shift-F4*

new-file (ext='.py')

Create a new file *Key Bindings: Wing IDE: Ctrl-N; Eclipse: Ctrl-N; Visual Studio: Ctrl-N; OS X: Command-N*

new-package (filename)

Create a new Python package directory on disk, add it to the current project, and open the new __init__.py in the editor.

new-panel-window (panel_type=None)

Create a new panel window of given type

next-document (repeat=<numeric modifier; default=1>)

Move to the next document alphabetically in the list of documents open in the current window *Key Bindings: Wing IDE: Ctrl-Page_Down; Brief: Ctrl-Page_Down; VI/VIM: Ctrl-Page_Down; Eclipse: Ctrl-Page_Down; Emacs: Ctrl-Page_Down; Visual Studio: Ctrl-Page_Down; OS X: Command-0*

next-window ()

Switch to the next window alphabetically by title *Key Bindings: Wing IDE: Ctrl-Comma; Eclipse: Ctrl-Comma; Emacs: Ctrl-O; Visual Studio: Ctrl-Comma*

nth-document (n=<numeric modifier; default=0>)

Move to the nth document alphabetically in the list of documents open in the current window *Key Bindings: VI/VIM: Ctrl-^*

open (filename)

Open a file from disk using keyboard-driven selection of the file

open-from-keyboard (filename)

Open a file from disk using keyboard-driven selection of the file *Key Bindings: Wing IDE: Ctrl-K; Eclipse: Ctrl-K; Emacs: Ctrl-X Ctrl-F; Visual Studio: Ctrl-K Ctrl-O*

open-from-project (fragment='', skip_if_unique=False)

Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment. *Key Bindings: Wing IDE: Ctrl-Shift-O; VI/VIM: Ctrl-Shift-O; Eclipse: Ctrl-Shift-O; Emacs: Ctrl-X Ctrl-O; Visual Studio: Ctrl-Shift-O; OS X: Command-Shift-O*

open-gui (filename=None)

Open a file from disk, prompting with file selection dialog if necessary *Key Bindings: Wing IDE: Ctrl-O; Brief: Alt-E; Eclipse: Ctrl-O; Visual Studio: Ctrl-O; OS X: Command-O*

perspective-disable-auto ()

Disable auto-perspectives

perspective-enable-auto ()

Enable auto-perspectives

perspective-manage ()

Display the perspectives manager dialog

perspective-restore (name)

Restore the given named perspective.

previous-document (repeat=<numeric modifier; default=1>)

Move to the previous document alphabetically in the list of documents open in the current window *Key Bindings: Wing IDE: Ctrl-Page_Up; Brief: Ctrl-Page_Up; VI/VIM:*

Ctrl-Page_Up; Eclipse: Ctrl-Page_Up; Emacs: Ctrl-Page_Up; Visual Studio: Ctrl-Page_Up; OS X: Command-9

previous-window ()

Switch to the previous window alphabetically by title

query-end-session ()

Process query-end-session message on win32

quit ()

Quit the application. *Key Bindings: Wing IDE: Ctrl-Q; Brief: Alt-X; Eclipse: Ctrl-Q; Emacs: Ctrl-X Ctrl-C; Visual Studio: Ctrl-Q; OS X: Command-Q*

recent-document ()

Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode. *Key Bindings: Wing IDE: Ctrl-8; Eclipse: Ctrl-8; Emacs: Ctrl-X D; Visual Studio: Ctrl-8; OS X: Command-8*

reload-scripts ()

Force reload of all scripts, from all configured script directories. This is usually only needed when adding a new script file. Existing scripts are automatically reloaded when they change on disk.

remove-bookmark (mark)

Remove the given named bookmark

remove-bookmark-current ()

Remove bookmark at current line, if any. This command is only available if there is a bookmark on the line.

rename-current-file (filename)

Rename current file, moving the file on disk if it exists.

restart-wing ()

Restart the application

restore-default-tools ()

Hide/remove all tools and restore to original default state

save (close=False, force=False)

Save active document. Also close it if close is True. *Key Bindings: Wing IDE: Ctrl-S; Brief: Alt-W; VI/VIM: Ctrl-S; Eclipse: Ctrl-S; Emacs: Ctrl-X Ctrl-S; Visual Studio: Ctrl-S; OS X: Command-S*

save-all (close_window=False)

Save all unsaved items, prompting for names for any new items that don't have a filename already. *Key Bindings: Eclipse: Ctrl-Shift-S; Visual Studio: Ctrl-Shift-S*

save-as ()

Save active document to a new file *Key Bindings: Wing IDE: Ctrl-Shift-S; Eclipse: Ctrl-Shift-S; OS X: Command-Shift-S*

scratch-document (title='Scratch', mime_type='text/plain')

Create a new scratch buffer with given title and mime type. The buffer is never marked as changed but can be saved w/ save-as.

set-bookmark (mark)

Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark. *Key Bindings: Wing IDE: Ctrl-Alt-M; Brief: Alt-0 invokes set-bookmark(mark="0"); Eclipse: Ctrl-Alt-M; Emacs: Ctrl-X R M; Visual Studio: Ctrl-Alt-M; OS X: Command-D*

set-bookmark-default ()

Set a bookmark at current line, using a default bookmark name for that context. This command is only available if there is not already a bookmark on the line.

show-bookmarks ()

Show a list of all currently defined bookmarks *Key Bindings: Wing IDE: Ctrl-Alt-K; Brief: Alt-J; Eclipse: Ctrl-Alt-K; Emacs: Ctrl-X R Return; Visual Studio: Ctrl-Alt-K; OS X: Command-Shift-K*

show-bug-report-dialog ()

Show the bug reporting dialog

show-document (section='manual')

Show the given documentation section *Key Bindings: OS X: Command-?*

show-feedback-dialog ()

Show the feedback submission dialog

show-file-in-editor (filename, lineno=None, col=-1, length=0)

Show the given file in the editor. Selects the code starting and given column (if >= 0) and of given length.

show-file-in-os-file-manager (filename=None)

Show the selected file in the Explorer, Finder, or other OS-provided file manager. Shows the given file, if any, or the current file selected in the GUI.

show-howtos ()

Show the How-Tos index

show-html-document (section='manual')

Show the given document section in HTML format.

show-line-numbers (show=1)

Show the line numbers in editors

show-manual-html ()

Show the HTML version of the Wing IDE users manual

show-manual-pdf ()

Show the PDF version of the Wing IDE users manual for either US Letter or A4, depending on user's print locale

show-panel (panel_type, flash=True, grab_focus=None)

Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab_focus is specified and is true; if grab_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (*) browser (**) batch-search (*) interactive-search source-assistant (**) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (**) debug-probe (**) debug-watch (**) debug-modules (**) python-shell messages (*) help indent (**) bookmarks (**) testing (**) open-files (*) os-command (**) snippets (**) diff (**) uses (**) refactoring (**) versioncontrol.svn (**) versioncontrol.hg (**) versioncontrol.git (**) versioncontrol.bzr (**) versioncontrol.cvs (**) versioncontrol.perforce (**)

(*) Wing Personal and Pro only (**) Wing Pro only *Key Bindings: Eclipse: Ctrl-E invokes show-panel(panel_type="open-files")*

show-panel-batch-search (flash=True, grab_focus=None)

Not documented

show-panel-debug-data (flash=True, grab_focus=None)

Not documented

show-panel-debug-exceptions (flash=True, grab_focus=None)

Not documented

show-panel-debug-io (flash=True, grab_focus=None)

Not documented

show-panel-debug-stack (flash=True, grab_focus=None)

Not documented

show-panel-help (flash=True, grab_focus=None)

Not documented

show-panel-indent (flash=True, grab_focus=None)

Not documented

show-panel-interactive-search (flash=True, grab_focus=None)

Not documented

show-panel-messages (flash=True, grab_focus=None)

Not documented

show-panel-open-files (flash=True, grab_focus=None)

Not documented

show-panel-project (flash=True, grab_focus=None)

Not documented

show-panel-python-shell (flash=True, grab_focus=None)

Not documented

show-panel-source-assistant (flash=True, grab_focus=None)

Not documented

show-pdf-document (doc='manual')

Show the given document in PDF format. One of 'manual', 'intro', or 'howtos'.

show-plugins-gui ()

Show the plugins GUI for enabling and disabling plugins

show-preferences-gui (prefname=None)

Edit the preferences file using the preferences GUI, optionally opening to the section that contains the given preference by name *Key Bindings: OS X: Command-Comma*

show-python-donate-html ()

Show the Python donations web page

show-python-for-beginners-html ()

Show the Python for Beginners web page

show-python-manual-html ()

Show the Python users manual

show-python-org-html ()

Show the python.org site home page

show-python-org-search-html ()

Show the python.org site search page

show-quickstart ()

Show the quick start guide

show-success-stories-html ()

Show the Python Success Stories page

show-support-html ()

Show the Wing IDE support site home page

show-text-registers ()

Show the contents of all non-empty text registers in a temporary editor

show-tutorial ()

Show the tutorial

show-wingtip (section='/')

Show the Wing Tips window

show-wingware-store ()

Show the Wingware store for purchasing a license

show-wingware-website ()

Show the Wingware home page

show-wingware-wiki ()

Show the Wingware wiki for sharing scripts, tips, and tricks

switch-document (document_name)

Switches to named document. Name may either be the complete name or the last path component of a path name. *Key Bindings: Emacs: Ctrl-X B; Visual Studio: Ctrl-K Ctrl-S*

toggle-bookmark ()

Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default. *Key Bindings: Wing IDE: Ctrl-Alt-T; Eclipse: Ctrl-Alt-T; Emacs: Ctrl-X R T; Visual Studio: Ctrl-Alt-T; OS X: Command-H*

toggle-bookmark-at-click ()

Set or remove a bookmark at the position in the editor where the most recent mouse click occurred. When set, the name of the bookmark is set to an auto-generated default.

toolbar-search (text, next=False, set_anchor=True, forward=True)

Search using given text and the toolbar search area. The search is always forward from the current cursor or selection position

toolbar-search-focus ()

Move focus to toolbar search entry. *Key Bindings: Wing IDE: Ctrl-D; Eclipse: Ctrl-D; Visual Studio: Ctrl-D*

toolbar-search-next (set_anchor=True)

Move to next match of text already entered in the toolbar search area

toolbar-search-prev (set_anchor=True)

Move to previous match of text already entered in the toolbar search area

vi-delete-bookmark (marks)

Remove one or more bookmarks (pass in space separated list of names)

vi-goto-bookmark ()

Goto bookmark using single character name defined by the next pressed key *Key Bindings: VI/VIM: Grave*

vi-set-bookmark ()

Set a bookmark at current location on the editor using the next key press as the name of the bookmark. *Key Bindings: VI/VIM: m*

wing-tips ()

Display interactive tip manager

write-changed-file-and-close (filename)

Write current document to given location only if it contains any changes and close it. Writes to current file name if given filename is None.

write-file (filename, start_line=None, end_line=None, follow=True)

Write current file to a new location, optionally omitting all but the lines in the given range. The editor is changed to point to the new location when follow is True. If follow is 'untitled' then the editor is changed to point to the new location only if starting with an untitled buffer and saving the whole file. Note that the editor contents will be truncated to the given start/end lines when follow is True. *Key Bindings: Emacs: Ctrl-X Ctrl-W*

write-file-and-close (filename)

Write current document to given location and close it. Saves to current file name if the given filename is None. *Key Bindings: VI/VIM: Shift-Z Shift-Z invokes write-file-and-close(filename=None)*

Dock Window Commands

Commands for windows that contain dockable tool areas. These are available for the currently active window, if any.

enter-fullscreen ()

Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen *Key Binding: Shift-F2*

exit-fullscreen ()

Restore previous non-fullscreen state of all tools and tool bar *Key Binding: Shift-F2*

hide-horizontal-tools ()

Hide the horizontal tool area

hide-toolbar ()

Hide toolbars in all document windows

hide-vertical-tools ()

Hide the vertical tool area

minimize-horizontal-tools ()

Minimize the horizontal tool area *Key Binding: F1*

minimize-vertical-tools ()

Minimize the vertical tool area *Key Binding: F2*

show-horizontal-tools ()

Show the horizontal tool area *Key Binding: F1*

show-toolbar ()

Show toolbars in all document windows

show-vertical-tools ()

Show the vertical tool area *Key Binding: F2*

toggle-horizontal-tools ()

Show or minimize the horizontal tool area

toggle-vertical-tools ()

Show or minimize the vertical tool area

Document Viewer Commands

Commands for the documentation viewer. These are available when the documentation viewer has the keyboard focus.

copy ()

Copy any selected text. *Key Bindings: Wing IDE: Ctrl-Insert; Brief: Ctrl-Insert; VI/VIM: Ctrl-Insert; Eclipse: Ctrl-Insert; Emacs: Ctrl-Insert; Visual Studio: Ctrl-Insert; OS X: Command-C*

document-back ()

Go back to prior page in the history of those that have been viewed

document-contents ()

Go to the document contents page

document-forward ()

Go forward to next page in the history of those that have been viewed

document-next ()

Go to the next page in the current document

document-previous ()

Go to the previous page in the current document

isearch-backward (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, optionally entering the given search string. *Key Bindings: Wing IDE: Ctrl-Shift-U; Eclipse: Ctrl-Shift-U; Emacs: Ctrl-R; Visual Studio: Ctrl-Shift-U; OS X: Command-Shift-U*

isearch-backward-regex (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string. *Key Bindings: VI/VIM: ?; Emacs: Ctrl-Alt-R*

isearch-forward (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search forward from the cursor position, optionally entering the given search string. *Key Bindings: Wing IDE: Ctrl-U; Eclipse: Ctrl-U; Emacs: Ctrl-S; Visual Studio: Ctrl-I; OS X: Command-U*

isearch-forward-regex (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string. *Key Bindings: VI/VIM: /; Emacs: Ctrl-Alt-S*

isearch-repeat (reverse=False, repeat=<numeric modifier; default=1>)

Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True. *Key Bindings: VI/VIM: n*

isearch-sel-backward (persist=True, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings: Wing IDE: Ctrl-Shift-B; VI/VIM: # invokes isearch-sel-backward(persist=0, whole_word=1); Eclipse: Ctrl-Shift-B; Emacs: Ctrl-C R; Visual Studio: Ctrl-Shift-B*

isearch-sel-forward (persist=True, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings: Wing IDE: Ctrl-B; VI/VIM: * invokes isearch-sel-forward(persist=0, whole_word=1); Eclipse: Ctrl-B; Emacs: Ctrl-C S; Visual Studio: Ctrl-B*

zoom-in ()

Increase documentation font size *Key Binding: Ctrl-+*

zoom-out ()

Decrease documentation font size *Key Binding: Ctrl--*

zoom-reset ()

Reset documentation font size to default

Global Documentation Commands

Commands for the documentation viewer that are available regardless of where the focus is.

document-search (txt=None)

Search all documentation.

Window Commands

Commands for windows in general. These are available for the currently active window, if any.

focus-current-editor ()

Move focus back to the current editor, out of any tool, if there is an active editor. *Key Bindings: Eclipse: F12*

move-editor-focus (dir=1, wrap=True)

Move focus to next or previous editor split, optionally wrapping when the end is reached. *Key Bindings: VI/VIM: Ctrl-W j invokes move-editor-focus(wrap=False); Emacs: Ctrl-X O*

move-editor-focus-first ()

Move focus to first editor split *Key Bindings: VI/VIM: Ctrl-W t*

move-editor-focus-last ()

Move focus to last editor split *Key Bindings: VI/VIM: Ctrl-W b*

move-editor-focus-previous ()

Move focus to previous editor split *Key Bindings: VI/VIM: Ctrl-W p*

move-focus ()

Move the keyboard focus forward within the Window to the next editable area *Key Binding: Shift-F1*

Wing Tips Commands

Commands for the Wing Tips tool. These are only available when the tool is visible and has focus

wingtips-close ()

Close the Wing Tips window

wingtips-contents ()

Go to the Wing Tips contents page

wingtips-next ()

Go to the next page in Wing Tips

wingtips-next-unseen ()

Go to a next unseen Wing Tips page

wingtips-previous ()

Go to the previous page in Wing Tips

12.2. Project Manager Commands

Project Manager Commands

These commands act on the project manager or on the current project, regardless of whether the project list has the keyboard focus.

add-current-file-to-project ()

Add the frontmost currently open file to project *Key Bindings: Wing IDE: Ctrl-Shift-I; Brief: Ctrl-Shift-I; VI/VIM: Ctrl-Shift-I; Eclipse: Ctrl-Shift-I; Emacs: Ctrl-Shift-I; Visual Studio: Ctrl-Shift-I; OS X: Command-Shift-I*

add-directory-to-project (loc=None, recursive=True, filter='*', include_hidden=False, gui=True)

Add directory to project.

add-file-to-project ()

Add an existing file to the project.

browse-selected-from-project ()

Browse file currently selected in the project manager

clear-project-main-debug-file ()

Clear main debug entry point to nothing, so that debugging runs the file in the current editor by default

close-project ()

Close currently open project file

debug-selected-from-project ()

Start debugging the file currently selected in the project manager

execute-selected-from-project ()

Execute the file currently selected in the project manager

new-project (show_dialog=None)

Create a new blank project. Use show_dialog to control whether the New Project dialog is shown or instead a blank new project is created. By default, the Project > Show New Project Dialog preference is used.

open-ext-selected-from-project ()

Open file currently selected in the project manager

open-project (filename=None)

Open the given project file, or prompt the user to select a file if the filename is not given.

open-selected-from-project ()

Open files currently selected in the project manager

remove-directory-from-project (loc=None, gui=True)

Remove directory from project.

remove-selection-from-project ()

Remove currently selected file or package from the project

rescan-project-directories (dirs=None, recursive=True)

Scan project directories for changes. If list of directories is not specified, currently selected directories are used.

save-project ()

Save project file.

save-project-as (filename=None)

Save project file under the given name, or prompt user for a name if the filename is not given.

set-current-as-main-debug-file ()

Set current editor file as the main debug entry point for this project

set-selected-as-main-debug-file ()

Set selected file as the main debug file for this project

show-analysis-stats ()

Show the effective Python version and path for the current configuration. This command name will be deprecated in Wing 5 and removed in Wing 6. Use show-python-environment in any new code or key bindings.

show-current-file-in-project-tool ()

Show the currently selected file in the project view, if present. The selection may be the current editor, if it has focus, or files selected in other views.

show-project-window ()

Raise the project manager window

show-python-environment ()

Show the effective Python version and path for the current configuration

view-directory-properties (loc=None)

Show the project manager's directory properties dialog

view-file-properties (loc=None, page=None, highlighted_attribs=None)

View project properties for a particular file (current file if none is given) *Key Bindings: Eclipse: Alt-Enter; OS X: Command-I*

view-project-as-flat-tree ()

View project as flattened directory tree from project file

view-project-as-tree ()

View project as directory tree from project file

view-project-properties (highlighted_attrib=None)

View or change project-wide properties *Key Bindings: Visual Studio: Alt-F7*

Project View Commands

Commands that are available only when the project view has the keyboard focus.

browse-selected-from-project ()

Browse file currently selected in the project manager

debug-selected-from-project ()

Start debugging the file currently selected in the project manager

execute-selected-from-project ()

Execute the file currently selected in the project manager

move-files-selected-in-project-to-trash ()

Move the files and/or directories currently selected in the project view to the trash or recycling bin

open-ext-selected-from-project ()

Open file currently selected in the project manager

open-selected-from-project ()

Open files currently selected in the project manager

remove-selection-from-project ()

Remove currently selected file or package from the project

rename-selected-in-project (new_name)

Rename the currently selected file or directory in the project view

search-in-selected-from-project ()

Search in file or directory currently selected in the project manager

set-selected-as-main-debug-file ()

Set selected file as the main debug file for this project

view-project-as-flat-tree ()

View project as flattened directory tree from project file

view-project-as-tree ()

View project as directory tree from project file

12.3. Editor Commands

Editor Browse Mode Commands

Commands available only when the editor is in browse mode (used for VI bindings and possibly others)

enter-insert-mode (pos='before')

Enter editor insert mode *Key Bindings: VI/VIM: A invokes enter-insert-mode(pos="after")*

enter-replace-mode ()

Enter editor replace mode *Key Bindings: VI/VIM: Shift-R*

enter-visual-mode (unit='char')

Enter editor visual mode. Unit should be one of 'char', 'line', or 'block'.

previous-select ()

Turn on auto-select using previous mode and selection *Key Bindings: VI/VIM: g v*

start-select-block ()

Turn on auto-select block mode *Key Bindings: Wing IDE: Shift-Ctrl-F8; Brief: Shift-Ctrl-F8; VI/VIM: Shift-Ctrl-F8; Eclipse: Shift-Ctrl-F8; Emacs: Shift-Ctrl-F8; Visual Studio: Shift-Ctrl-F8; OS X: Shift-Command-F8*

start-select-char ()

Turn on auto-select mode character by character *Key Binding: Shift-F8*

start-select-line ()

Turn on auto-select mode line by line *Key Bindings: Wing IDE: Ctrl-F8; Brief: Ctrl-F8; VI/VIM: Ctrl-F8; Eclipse: Ctrl-F8; Emacs: Ctrl-F8; Visual Studio: Ctrl-F8; OS X: Command-F8*

vi-command-by-name ()

Execute a VI command (implements ":" commands from VI) *Key Bindings: VI/VIM: :*

vi-set (command)

Perform vi's :set action. The command is the portion after :set. Currently supports ic, noic, ai, noai, number or nu, nonumber or nonu, ro, noro, sm, and nosm. Multiple options can be specied in one call as for :set ic sm ai

Editor Insert Mode Commands

Commands available only when editor is in insert mode (used for VI bindings and possibly others)

enter-browse-mode (provisional=False)

Enter editor browse mode *Key Bindings: VI/VIM: Esc*

Editor Non Modal Commands

Commands available only when the editor is in non-modal editing mode

exit-visual-mode ()

Exit visual mode and return back to default mode *Key Binding: Esc*

start-select-block ()

Turn on auto-select block mode *Key Bindings: Wing IDE: Shift-Ctrl-F8; Brief: Shift-Ctrl-F8; VI/VIM: Shift-Ctrl-F8; Eclipse: Shift-Ctrl-F8; Emacs: Shift-Ctrl-F8; Visual Studio: Shift-Ctrl-F8; OS X: Shift-Command-F8*

start-select-char ()

Turn on auto-select mode character by character *Key Binding: Shift-F8*

start-select-line ()

Turn on auto-select mode line by line *Key Bindings: Wing IDE: Ctrl-F8; Brief: Ctrl-F8; VI/VIM: Ctrl-F8; Eclipse: Ctrl-F8; Emacs: Ctrl-F8; Visual Studio: Ctrl-F8; OS X: Command-F8*

Editor Panel Commands

Commands that control splitting up an editor panel. These are available when one split in the editor panel has the keyboard focus.

split-horizontally (new=0)

Split current view horizontally. *Key Bindings: VI/VIM: Ctrl-W v; Emacs: Ctrl-X 3*

split-horizontally-open-file (filename)

Split current view horizontally and open selected file

split-vertically (new=0)

Split current view vertically. Create new editor in new view when new==1. *Key Bindings: Brief: F3; VI/VIM: Ctrl-W s; Emacs: Ctrl-X 2*

split-vertically-open-file (filename)

Split current view vertically and open selected file

unsplit (action='current')

Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

NOTE: The parameters for this command are subject to change in the future. *Key Bindings: Brief: F4; VI/VIM: Ctrl-W q invokes unsplit(action="close"); Emacs: Ctrl-X 1*

Editor Replace Mode Commands

Commands available only when editor is in replace mode (used for VI bindings and possibly others)

enter-browse-mode (provisional=False)

Enter editor browse mode *Key Bindings: VI/VIM: Esc*

Editor Split Commands

Commands for a particular editor split, available when the editor in that split has the keyboard focus. Additional commands affecting the editor's content are defined separately.

activate-file-option-menu ()

Activate the file menu for the editor. *Key Bindings: Wing IDE: Ctrl-1; Brief: Ctrl-1; VI/VIM: Ctrl-1; Eclipse: Ctrl-1; Emacs: Ctrl-1; Visual Studio: Ctrl-1; OS X: Command-1*

grow-split-horizontally ()

Increase width of this split

grow-split-vertically ()

Increase height of this split *Key Bindings: VI/VIM: Ctrl-W +*

shrink-split-horizontally ()

Decrease width of this split

shrink-split-vertically ()

Decrease height of this split *Key Bindings: VI/VIM: Ctrl-W -*

visit-history-next ()

Move forward in history to next visited editor position *Key Bindings: Wing IDE: Alt-Right; Brief: Alt-Right; VI/VIM: Alt-Right; Eclipse: Alt-Right; Emacs: Alt-Right; Visual Studio: Alt-Right; OS X: Ctrl-.*

visit-history-previous ()

Move back in history to previous visited editor position *Key Bindings: Wing IDE: Alt-Left; Brief: Alt-Left; VI/VIM: Alt-Left; Eclipse: Alt-Left; Emacs: Alt-Left; Visual Studio: Alt-Left; OS X: Ctrl-Comma*

Editor Visual Mode Commands

Commands available only when the editor is in visual mode (used for VI bindings and some others)

enter-browse-mode ()

Enter editor browse mode *Key Bindings: VI/VIM: Esc*

enter-insert-mode (pos='delete-sel')

Enter editor insert mode *Key Bindings: VI/VIM: A invokes enter-insert-mode(pos="after")*

enter-visual-mode (unit='char')

Alter type of editor visual mode or exit back to browse mode. Unit should be one of 'char', 'line', or 'block'.

exit-visual-mode ()

Exit visual mode and return back to default mode *Key Binding: Esc*

vi-command-by-name ()

Execute a VI command (implements ":" commands from VI) *Key Bindings: VI/VIM: :*

Active Editor Commands

Commands that only apply to editors when they have the keyboard focus. These commands are also available for the Python Shell, Debug Probe, and Debug I/O tools, which subclass the source editor, although some of the commands are modified or disabled as appropriate in those contexts.

activate-symbol-option-menu-1 ()

Activate the 1st symbol menu for the editor. *Key Bindings: Wing IDE: Ctrl-2; Brief: Ctrl-2; VI/VIM: Ctrl-2; Eclipse: Ctrl-2; Emacs: Ctrl-2; Visual Studio: Ctrl-2; OS X: Command-2*

activate-symbol-option-menu-2 ()

Activate the 2nd symbol menu for the editor. *Key Bindings: Wing IDE: Ctrl-3; Brief: Ctrl-3; VI/VIM: Ctrl-3; Eclipse: Ctrl-3; Emacs: Ctrl-3; Visual Studio: Ctrl-3; OS X: Command-3*

activate-symbol-option-menu-3 ()

Activate the 3rd symbol menu for the editor. *Key Bindings: Wing IDE: Ctrl-4; Brief: Ctrl-4; VI/VIM: Ctrl-4; Eclipse: Ctrl-4; Emacs: Ctrl-4; Visual Studio: Ctrl-4; OS X: Command-4*

activate-symbol-option-menu-4 ()

Activate the 4th symbol menu for the editor. *Key Bindings: Wing IDE: Ctrl-5; Brief: Ctrl-5; VI/VIM: Ctrl-5; Eclipse: Ctrl-5; Emacs: Ctrl-5; Visual Studio: Ctrl-5; OS X: Command-5*

activate-symbol-option-menu-5 ()

Activate the 5th symbol menu for the editor. *Key Bindings: Wing IDE: Ctrl-6; Brief: Ctrl-6; VI/VIM: Ctrl-6; Eclipse: Ctrl-6; Emacs: Ctrl-6; Visual Studio: Ctrl-6; OS X: Command-6*

backward-char (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor backward one character *Key Binding: Left*

backward-char-extend (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor backward one character, adjusting the selection range to new position *Key Binding: Shift-Left*

backward-char-extend-rect (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor backward one character, adjusting the rectangular selection range to new position *Key Bindings: Wing IDE: Shift-Alt-Left; Brief: Shift-Alt-Left; VI/VIM: Shift-Alt-Left; Eclipse: Shift-Alt-Left; Emacs: Shift-Alt-Left; Visual Studio: Shift-Alt-Left; OS X: Ctrl-Option-Left*

backward-delete-char (repeat=<numeric modifier; default=1>)

Delete one character behind the cursor, or the current selection if not empty. *Key Bindings: Wing IDE: BackSpace; Brief: BackSpace; VI/VIM: BackSpace; Eclipse: BackSpace; Emacs: BackSpace; Visual Studio: BackSpace; OS X: Backspace*

backward-delete-word (delimiters=None, repeat=<numeric modifier; default=1>)

Delete one word behind of the cursor *Key Bindings: Wing IDE: Ctrl-BackSpace; Brief: Ctrl-BackSpace; VI/VIM: Ctrl-BackSpace; Eclipse: Ctrl-BackSpace; Emacs: Ctrl-BackSpace; Visual Studio: Ctrl-BackSpace; OS X: Ctrl-Option-Delete*

backward-page (repeat=<numeric modifier; default=1>)

Move cursor backward one page *Key Bindings: Wing IDE: Prior; Brief: Prior; VI/VIM: Prior; Eclipse: Prior; Emacs: Prior; Visual Studio: Prior; OS X: Ctrl-Up*

backward-page-extend (repeat=<numeric modifier; default=1>)

Move cursor backward one page, adjusting the selection range to new position *Key Bindings: Wing IDE: Shift-Prior; Brief: Shift-Prior; VI/VIM: Shift-Prior; Eclipse: Shift-Prior; Emacs: Shift-Prior; Visual Studio: Shift-Prior; OS X: Shift-Page_Up*

backward-paragraph (repeat=<numeric modifier; default=1>)

Move cursor backward one paragraph (to next all-whitespace line). *Key Bindings: VI/VIM: {*

backward-paragraph-extend (repeat=<numeric modifier; default=1>)

Move cursor backward one paragraph (to next all-whitespace line), adjusting the selection range to new position.

backward-tab ()

Outdent line at current position *Key Binding: Shift-Tab*

backward-word (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing IDE: Ctrl-Left; Brief: Ctrl-Left; VI/VIM: Ctrl-Left; Eclipse: Ctrl-Left; Emacs: Ctrl-Left; Visual Studio: Ctrl-Left; OS X: Option-Left*

backward-word-extend (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing IDE: Ctrl-Shift-Left; Brief: Ctrl-Shift-Left; VI/VIM: Ctrl-Shift-Left; Eclipse: Ctrl-Shift-Left; Emacs: Ctrl-Shift-Left; Visual Studio: Ctrl-Shift-Left; OS X: Ctrl-Shift-Left invokes backward-word-extend(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn")*

beginning-of-line (toggle=True)

Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa). *Key Bindings: Brief: Shift-Home; VI/VIM: 0 invokes beginning-of-line(toggle=0); Emacs: Home; OS X: Command-Left*

beginning-of-line-extend (toggle=True)

Move to beginning of current line, adjusting the selection range to the new position. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa). *Key Bindings: Emacs: Shift-Home; OS X: Command-Shift-Left*

beginning-of-line-text (toggle=True)

Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa). *Key Bindings: Wing IDE: Home; Brief: Home; VI/VIM: Home; Eclipse: Home; Emacs: Home; Visual Studio: Home*

beginning-of-line-text-extend (toggle=True)

Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa). *Key Bindings: Wing IDE: Shift-Home; Brief: Shift-Home; VI/VIM: Shift-Home; Eclipse: Shift-Home; Emacs: Shift-Home; Visual Studio: Shift-Home*

beginning-of-screen-line ()

Move to beginning of current wrapped line *Key Bindings: VI/VIM: g 0*

beginning-of-screen-line-extend ()

Move to beginning of current wrapped line, extending selection

beginning-of-screen-line-text ()

Move to first non-blank character at beginning of current wrapped line *Key Bindings: VI/VIM: g ^*

beginning-of-screen-line-text-extend ()

Move to first non-blank character at beginning of current wrapped line, extending selection

brace-match ()

Match brace at current cursor position, selecting all text between the two and hilighting the braces *Key Bindings: Wing IDE: Ctrl-E; Eclipse: Ctrl-E; Emacs: Ctrl-M; Visual Studio: Ctrl-E; OS X: Command-B*

cancel ()

Cancel current editor command

cancel-autocompletion ()

Cancel any active autocompletion.

case-lower (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, to lower case *Key Bindings: Visual Studio: Ctrl-U*

case-lower-next-move (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement to lower case *Key Bindings: VI/VIM: g u*

case-swap (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, so each letter is the opposite of its current case *Key Bindings: VI/VIM: ~*

case-swap-next-move (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement so each letter is the opposite of its current case *Key Bindings: VI/VIM: g ~*

case-title (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, to title case (first letter of each word capitalized)

case-title-next-move (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement to title case (first letter of each word capitalized)

case-upper (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, to upper case *Key Bindings: Visual Studio: Ctrl-Shift-U*

case-upper-next-move (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement to upper case *Key Bindings: VI/VIM: g Shift-U*

center-cursor ()

Scroll so cursor is centered on display *Key Bindings: Brief: Ctrl-C; VI/VIM: z .; Emacs: Ctrl-L*

clear ()

Clear selected text

clear-move-command ()

Clear any pending move command action, as for VI mode *Key Bindings: VI/VIM: Esc*

complete-autocompletion (append='')

Complete the current active autocompletion.

copy ()

Copy selected text *Key Bindings: Wing IDE: Ctrl-Insert; Brief: Ctrl-Insert; VI/VIM: Ctrl-Insert; Eclipse: Ctrl-Insert; Emacs: Ctrl-Insert; Visual Studio: Ctrl-Insert; OS X: Command-C*

copy-line ()

Copy the current lines(s) to clipboard

copy-range (start_line, end_line, target_line)

Copy the given range of lines to the given target line. Copies to current line if target_line is '.'.

copy-selection-or-line ()

Copy the current selection or current line if there is no selection. The text is placed on the clipboard.

cursor-move-to-bottom (offset=<numeric modifier; default=0>)

Move cursor to bottom of display (without scrolling), optionally at an offset of given number of lines before bottom *Key Bindings: VI/VIM: Shift-L*

cursor-move-to-center ()

Move cursor to center of display (without scrolling) *Key Bindings: VI/VIM: Shift-M*

cursor-move-to-top (offset=<numeric modifier; default=0>)

Move cursor to top of display (without scrolling), optionally at an offset of given number of lines below top *Key Bindings: VI/VIM: Shift-H*

cursor-to-bottom ()

Scroll so cursor is centered at bottom of display *Key Bindings: VI/VIM: z -*

cursor-to-top ()

Scroll so cursor is centered at top of display *Key Bindings: VI/VIM: z Return*

cut ()

Cut selected text *Key Bindings: Wing IDE: Shift-Delete; Brief: Shift-Delete; VI/VIM: Shift-Delete; Eclipse: Shift-Delete; Emacs: Shift-Delete; Visual Studio: Shift-Delete; OS X: Command-X*

cut-line ()

Cut the current line(s) to clipboard. *Key Bindings: Visual Studio: Ctrl-L*

cut-selection-or-line ()

Cut the current selection or current line if there is no selection. The text is placed on the clipboard. *Key Bindings: Visual Studio: Shift-Delete*

delete-line (repeat=<numeric modifier; default=1>)

Delete the current line or lines when the selection spans multiple lines or given repeat is > 1 *Key Bindings: Wing IDE: Ctrl-Shift-C; Eclipse: Ctrl-Shift-C*

delete-line-insert (repeat=<numeric modifier; default=1>)

Delete the current line or lines when the selection spans multiple lines or given repeat is > 1. Enters insert mode (when working with modal key bindings). *Key Bindings: VI/VIM: Shift-S*

delete-next-move (repeat=<numeric modifier; default=1>)

Delete the text covered by the next cursor move command. *Key Bindings: VI/VIM: d*

delete-next-move-insert (repeat=<numeric modifier; default=1>)

Delete the text covered by the next cursor move command and then enter insert mode (when working in a modal editor key binding) *Key Bindings: VI/VIM: c*

delete-range (start_line, end_line, register=None)

Delete given range of lines, copying them into given register (or currently selected default register if register is None

delete-to-end-of-line (repeat=<numeric modifier; default=1>, post_offset=0)

Delete everything between the cursor and end of line *Key Bindings: VI/VIM: Shift-D invokes delete-to-end-of-line(post_offset=-1)*

delete-to-end-of-line-insert (repeat=<numeric modifier; default=1>)

Delete everything between the cursor and end of line and enter insert move (when working in a modal editor key binding) *Key Bindings: VI/VIM: Shift-C*

delete-to-start-of-line ()

Delete everything between the cursor and start of line *Key Bindings: VI/VIM: Ctrl-U*

duplicate-line (pos='below')

Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'. *Key Bindings: Wing IDE: Ctrl-Shift-V; Eclipse: Ctrl-Shift-V*

duplicate-line-above ()

Duplicate the current line or lines above the selection. *Key Bindings: Wing IDE: Ctrl-Shift-Y; Eclipse: Ctrl-Shift-Y*

enclose (start='(', end=')')

Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text. *Key Bindings: Wing IDE: Ctrl-(invokes enclose(start="(", end=")"); Brief: Ctrl-(invokes enclose(start="(", end=")"); VI/VIM: Ctrl-(invokes enclose(start="(", end=")"); Eclipse: Ctrl-(invokes enclose(start="(", end=")"); Emacs: Ctrl-(invokes enclose(start="(", end=")"); Visual Studio: Ctrl-(invokes enclose(start="(", end=")")*

end-of-document ()

Move cursor to end of document *Key Bindings: Wing IDE: Ctrl-End; Brief: Ctrl-End; VI/VIM: Ctrl-End; Eclipse: Ctrl-End; Emacs: Ctrl-End; Visual Studio: Ctrl-End; OS X: Command-Down*

end-of-document-extend ()

Move cursor to end of document, adjusting the selection range to new position *Key Bindings: Wing IDE: Ctrl-Shift-End; Brief: Ctrl-Shift-End; VI/VIM: Ctrl-Shift-End; Eclipse: Ctrl-Shift-End; Emacs: Ctrl-Shift-End; Visual Studio: Ctrl-Shift-End; OS X: Command-Shift-Down*

end-of-line (count=<numeric modifier; default=1>)

Move to end of current line *Key Bindings: Wing IDE: End; Brief: End; VI/VIM: End; Eclipse: End; Emacs: End; Visual Studio: End; OS X: Command-Right*

end-of-line-extend (count=<numeric modifier; default=1>)

Move to end of current line, adjusting the selection range to new position *Key Bindings: Wing IDE: Shift-End; Brief: Shift-End; VI/VIM: Shift-End; Eclipse: Shift-End; Emacs: Shift-End; Visual Studio: Shift-End; OS X: Command-Shift-Right*

end-of-screen-line (count=<numeric modifier; default=1>)

Move to end of current wrapped line *Key Bindings: VI/VIM: g $*

end-of-screen-line-extend (count=<numeric modifier; default=1>)

Move to end of current wrapped line, extending selection

exchange-point-and-mark ()

When currently marking text, this exchanges the current position and mark ends of the current selection *Key Bindings: VI/VIM: o; Emacs: Ctrl-X Ctrl-X*

filter-next-move (repeat=<numeric modifier; default=1>)

Filter the lines covered by the next cursor move command through an external command and replace the lines with the result *Key Bindings: VI/VIM: !*

filter-range (cmd, start_line=0, end_line=-1)

Filter a range of lines in the editor through an external command and replace the lines with the result. Filters the whole file by default. Filters nothing and opens up a scratch buffer with the output of the command if start_line and end_line are both -1.

filter-selection (cmd)

Filter the current selection through an external command and replace the lines with the result *Key Bindings: VI/VIM: !*

form-feed ()

Place a form feed character at the current cursor position

forward-char (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor forward one character *Key Binding: Right*

forward-char-extend (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor forward one character, adjusting the selection range to new position *Key Binding: Shift-Right*

forward-char-extend-rect (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor forward one character, adjusting the rectangular selection range to new position *Key Bindings: Wing IDE: Shift-Alt-Right; Brief: Shift-Alt-Right; VI/VIM: Shift-Alt-Right; Eclipse: Shift-Alt-Right; Emacs: Shift-Alt-Right; Visual Studio: Shift-Alt-Right; OS X: Ctrl-Option-Right*

forward-delete-char (repeat=<numeric modifier; default=1>)

Delete one character in front of the cursor *Key Binding: Delete*

forward-delete-char-insert (repeat=<numeric modifier; default=1>)

Delete one char in front of the cursor and enter insert mode (when working in modal key bindings) *Key Bindings: VI/VIM: s*

forward-delete-char-within-line (repeat=<numeric modifier; default=1>)

Delete one character in front of the cursor unless at end of line, in which case delete backward. Do nothing if the line is empty. This is VI style 'x' in browser mode. *Key Bindings: VI/VIM: x*

forward-delete-word (delimiters=None, repeat=<numeric modifier; default=1>)

Delete one word in front of the cursor *Key Bindings: Wing IDE: Ctrl-Delete; Brief: Ctrl-Delete; VI/VIM: Ctrl-Delete; Eclipse: Ctrl-Delete; Emacs: Ctrl-Delete; Visual Studio: Ctrl-Delete; OS X: Option-Delete*

forward-delete-word-insert (delimiters=None, repeat=<numeric modifier; default=1>)

Delete one word in front of the cursor and enter insert mode (when working in modal key bindings)

forward-page (repeat=<numeric modifier; default=1>)

Move cursor forward one page *Key Bindings: Wing IDE: Next; Brief: Next; VI/VIM: Next; Eclipse: Next; Emacs: Next; Visual Studio: Next; OS X: Ctrl-Down*

forward-page-extend (repeat=<numeric modifier; default=1>)

Move cursor forward one page, adjusting the selection range to new position *Key Bindings: Wing IDE: Shift-Next; Brief: Shift-Next; VI/VIM: Shift-Next; Eclipse: Shift-Next; Emacs: Shift-Next; Visual Studio: Shift-Next; OS X: Shift-Page_Down*

forward-paragraph (repeat=<numeric modifier; default=1>)

Move cursor forward one paragraph (to next all-whitespace line). *Key Bindings: VI/VIM: }*

forward-paragraph-extend (repeat=<numeric modifier; default=1>)

Move cursor forward one paragraph (to next all-whitespace line), adjusting the selection range to new position.

forward-tab ()

Place a tab character at the current cursor position *Key Binding: Ctrl-T*

forward-word (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing IDE: Ctrl-Right; Brief: Ctrl-Right; VI/VIM: Ctrl-Right; Eclipse: Ctrl-Right; Emacs: Ctrl-Right; Visual Studio: Ctrl-Right; OS X: Ctrl-Right invokes forward-word(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn")*

forward-word-extend (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at

start or end of the word. *Key Bindings: Wing IDE: Ctrl-Shift-Right; Brief: Ctrl-Shift-Right; VI/VIM: Ctrl-Shift-Right; Eclipse: Ctrl-Shift-Right; Emacs: Ctrl-Shift-Right; Visual Studio: Ctrl-Shift-Right; OS X: Option-Shift-Right*

goto-overridden-method ()

Goes to the method that is overridden by the current method

hide-selection ()

Turn off display of the current text selection

indent-to-match (toggle=False)

Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position. *Key Binding: Ctrl-=*

indent-to-next-indent-stop ()

Indent to next indent stop from the current position. Acts like indent command if selection covers multiple lines.

isearch-backward (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, optionally entering the given search string *Key Bindings: Wing IDE: Ctrl-Shift-U; Eclipse: Ctrl-Shift-U; Emacs: Ctrl-R; Visual Studio: Ctrl-Shift-U; OS X: Command-Shift-U*

isearch-backward-regex (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string *Key Bindings: VI/VIM: ?; Emacs: Ctrl-Alt-R*

isearch-forward (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search forward from the cursor position, optionally entering the given search string *Key Bindings: Wing IDE: Ctrl-U; Eclipse: Ctrl-U; Emacs: Ctrl-S; Visual Studio: Ctrl-I; OS X: Command-U*

isearch-forward-regex (search_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string *Key Bindings: VI/VIM: /; Emacs: Ctrl-Alt-S*

isearch-repeat (reverse=False, repeat=<numeric modifier; default=1>)

Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True. *Key Bindings: VI/VIM: n*

isearch-sel-backward (persist=True, whole_word=False, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings: Wing IDE: Ctrl-Shift-B; VI/VIM: # invokes isearch-sel-backward(persist=0, whole_word=1); Eclipse: Ctrl-Shift-B; Emacs: Ctrl-C R; Visual Studio: Ctrl-Shift-B*

isearch-sel-forward (persist=True, whole_word=False, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings: Wing IDE: Ctrl-B; VI/VIM: * invokes isearch-sel-forward(persist=0, whole_word=1); Eclipse: Ctrl-B; Emacs: Ctrl-C S; Visual Studio: Ctrl-B*

kill-line ()

Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line. *Key Bindings: Brief: Alt-D; Emacs: Ctrl-K; OS X: Ctrl-k*

middle-of-screen-line ()

Move to middle of current wrapped line *Key Bindings: VI/VIM: g m*

middle-of-screen-line-extend ()

Move to middle of current wrapped line, extending selection

move-line-down (indent=True, repeat=<numeric modifier; default=1>)

Move the current line or lines up down line, optionally indenting to match the new position *Key Bindings: Wing IDE: Ctrl-Shift-Down; Eclipse: Ctrl-Shift-Down*

move-line-up (indent=True, repeat=<numeric modifier; default=1>)

Move the current line or lines up one line, optionally indenting to match the new position *Key Bindings: Wing IDE: Ctrl-Shift-Up; Eclipse: Ctrl-Shift-Up*

move-range (start_line, end_line, target_line)

Move the given range of lines to the given target line. Moves to current line if target_line is '.'.

move-to-register (unit='char', cut=0, num=<numeric modifier; default=1>)

Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection. *Key Bindings: VI/VIM: Shift-Y invokes move-to-register(unit="line")*

move-to-register-next-move (cut=0, repeat=<numeric modifier; default=1>)

Move the text spanned by the next cursor motion to a register *Key Bindings: VI/VIM: y*

new-line ()

Place a new line at the current cursor position *Key Binding: Return*

new-line-after ()

Place a new line after the current line *Key Bindings: Wing IDE: Ctrl-Return; Brief: Ctrl-Return; VI/VIM: Ctrl-Return; Eclipse: Ctrl-Return; Emacs: Ctrl-Return; Visual Studio: Ctrl-Return*

new-line-before ()

Place a new line before the current line *Key Bindings: Wing IDE: Shift-Return; Brief: Shift-Return; VI/VIM: Shift-Return; Eclipse: Shift-Return; Emacs: Shift-Return; Visual Studio: Shift-Return*

next-blank-line (threshold=0, repeat=<numeric modifier; default=1>)

Move to the next blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed. *Key Bindings: Emacs: Alt-} invokes next-blank-line(threshold=1)*

next-block (count=1, ignore_indented=True)

Select the next block. Will ignore indented blocks under the current block unless ignore_indented is False. Specify a count of more than 1 to go forward multiple blocks.

next-line (cursor='same', repeat=<numeric modifier; default=1>)

Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Binding: Down*

next-line-extend (cursor='same', repeat=<numeric modifier; default=1>)

Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection. *Key Binding: Shift-Down*

next-line-extend-rect (cursor='same', repeat=<numeric modifier; default=1>)

Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: Wing IDE: Shift-Alt-Down; Brief: Shift-Alt-Down; VI/VIM: Shift-Alt-Down; Eclipse: Shift-Alt-Down; Emacs: Shift-Alt-Down; Visual Studio: Shift-Alt-Down; OS X: Ctrl-Option-Down*

next-line-in-file (cursor='start', repeat=<numeric modifier; default=1>)

Move to next line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: VI/VIM: + invokes next-line-in-file(cursor="fnb")*

next-scope (count=1, sibling_only=False)

Select the next scope. Specify a count of more than 1 to go forward multiple scopes. If sibling_only is true, move only to other scopes of the same parent. *Key Bindings: Eclipse: Ctrl-Shift-Down*

next-statement (count=1, ignore_indented=True)

Select the next statement. Will ignore indented statements under the current statements unless ignore_indented is False. Specify a count of more than 1 to go forward multiple statements. *Key Bindings: Eclipse: Alt-Shift-Right*

open-line ()

Open the current line by inserting a newline after the caret *Key Bindings: Emacs: Ctrl-O*

paste ()

Paste text from clipboard *Key Bindings: Wing IDE: Shift-Insert; Brief: Shift-Insert; VI/VIM: Shift-Insert; Eclipse: Shift-Insert; Emacs: Shift-Insert; Visual Studio: Shift-Insert; OS X: Ctrl-y*

paste-register (pos=1, indent=0, cursor=-1)

Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes. *Key Bindings: VI/VIM: p*

previous-blank-line (threshold=0, repeat=<numeric modifier; default=1>)

Move to the previous blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed. *Key Bindings: Emacs: Alt-{ invokes previous-blank-line(threshold=1)*

previous-block (count=1, ignore_indented=True)

Select the previous block. Will ignore indented blocks under the current block unless ignore_indented is False. Specify a count of more than 1 to go backward multiple blocks.

previous-line (cursor='same', repeat=<numeric modifier; default=1>)

Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Binding: Up*

previous-line-extend (cursor='same', repeat=<numeric modifier; default=1>)

Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection. *Key Binding: Shift-Up*

previous-line-extend-rect (cursor='same', repeat=<numeric modifier; default=1>)

Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: Wing IDE: Shift-Alt-Up; Brief: Shift-Alt-Up; VI/VIM: Shift-Alt-Up; Eclipse: Shift-Alt-Up; Emacs: Shift-Alt-Up; Visual Studio: Shift-Alt-Up; OS X: Ctrl-Option-Up*

previous-line-in-file (cursor='start', repeat=<numeric modifier; default=1>)

Move to previous line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: VI/VIM: - invokes previous-line-in-file(cursor="fnb")*

previous-scope (count=1, sibling_only=False)

Select the previous scope. Specify a count of more than 1 to go backward multiple scopes. If sibling_only is true, move only to other scopes of the same parent. *Key Bindings: Eclipse: Ctrl-Shift-Up*

previous-statement (count=1, ignore_indented=True)

Select the previous statement. Will ignore indented statements under the current statements unless ignore_indented is False. Specify a count of more than 1 to go back multiple statements. *Key Bindings: Eclipse: Alt-Shift-Left*

profile-editor-start ()

Turn on profiling for the current source editor

profile-editor-stop ()

Stop profiling and print stats to stdout

reanalyze-file ()

Rescan file for code analysis.

redo ()

Redo last action *Key Bindings: Wing IDE: Ctrl-Y; Brief: Ctrl-U; VI/VIM: Ctrl-R; Eclipse: Ctrl-Y; Emacs: Ctrl-.; Visual Studio: Ctrl-Y; OS X: Command-Shift-Z*

repeat-command (repeat=<numeric modifier; default=1>)

Repeat the last editor command *Key Bindings: VI/VIM: .*

repeat-search-char (opposite=0, repeat=<numeric modifier; default=1>)

Repeat the last search_char operation, optionally in the opposite direction. *Key Bindings: VI/VIM: ;*

rstrip-each-line ()

Strip trailing whitespace from each line.

scroll-text-down (repeat=<numeric modifier; default=1>, move_cursor=True)

Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line. *Key Bindings: Wing IDE: Ctrl-Shift-Down; Brief: Ctrl-Shift-Down; VI/VIM: Ctrl-Shift-Down; Eclipse: Ctrl-Shift-Down; Emacs: Ctrl-Shift-Down; Visual Studio: Ctrl-Shift-Down*

scroll-text-left (repeat=<numeric modifier; default=1>)

Scroll text left a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen. *Key Bindings: VI/VIM: z l*

scroll-text-page-down (repeat=<numeric modifier; default=1>, move_cursor=True)

Scroll text down a page w/o moving cursor's relative position on screen. Repeat is number of pages or if >0 and <1.0 then percent of screen. Set move_cursor to False

to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

scroll-text-page-up (repeat=<numeric modifier; default=1>, move_cursor=True)

Scroll text up a page w/o moving cursor's relative position on screen. Repeat is number of pages or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

scroll-text-right (repeat=<numeric modifier; default=1>)

Scroll text right a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen. *Key Bindings: VI/VIM: z h*

scroll-text-up (repeat=<numeric modifier; default=1>, move_cursor=True)

Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line. *Key Bindings: Wing IDE: Ctrl-Shift-Up; Brief: Ctrl-Shift-Up; VI/VIM: Ctrl-Shift-Up; Eclipse: Ctrl-Shift-Up; Emacs: Ctrl-Shift-Up; Visual Studio: Ctrl-Shift-Up*

scroll-to-cursor ()

Scroll to current cursor position, if not already visible

scroll-to-end (move_caret=False)

Scroll to the end of the text in the editor. Set move_caret to control whether the caret is moved. *Key Bindings: OS X: End*

scroll-to-start (move_caret=False)

Scroll to the top of the text in the editor. Set move_caret to control whether the the caret is moved. *Key Bindings: OS X: Home*

search-char (dir=1, pos=0, repeat=<numeric modifier; default=1>, single_line=0)

Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single_line=1 to search only within the current line. *Key Bindings: VI/VIM: F invokes search-char(dir=1, single_line=1)*

select-all ()

Select all text in the editor *Key Bindings: Wing IDE: Ctrl-A; Eclipse: Ctrl-A; Visual Studio: Ctrl-A; OS X: Command-A*

select-block ()

Select the block the cursor is in.

select-less ()

Select less code; undoes the last select-more command *Key Bindings: Wing IDE: Ctrl-Down; Brief: Ctrl-Down; VI/VIM: Ctrl-Down; Eclipse: Ctrl-Down; Emacs: Ctrl-Down; Visual Studio: Ctrl-Down*

select-lines ()

Select the current line or lines

select-more ()

Select more code on either the current line or larger multi-line blocks. *Key Bindings: Wing IDE: Ctrl-Up; Brief: Ctrl-Up; VI/VIM: Ctrl-Up; Eclipse: Ctrl-Up; Emacs: Ctrl-Up; Visual Studio: Ctrl-Up; OS X: Option-Up*

select-scope ()

Select the scope the cursor is in.

select-statement ()

Select the statement the cursor is in.

set-mark-command (unit='char')

Set start of text marking for selection at current cursor position. Subsequently, all cursor move operations will automatically extend the text selection until stop-mark-command is issued. Unit defines what is selected: can be one of char, line, or block (rectangle). *Key Bindings: Emacs: Ctrl-Space*

set-register ()

Set the register to use for subsequent cut/copy/paste operations *Key Bindings: VI/VIM: "*

show-autocompleter ()

Show the auto-completer for current cursor position *Key Bindings: Wing IDE: Ctrl-space; Eclipse: Ctrl-space; Emacs: Alt-Tab; Visual Studio: Ctrl-J; OS X: Ctrl-space*

show-selection ()

Turn on display of the current text selection

smart-tab ()

Implement smart handling of tab key. The behavior varies by context as follows:

- In Non-Python code, always indents to the next indent stop
- On a non-blank line when cursor is at end or before a comment, insert tab
- On a where indent does not match the computed indent level, move to the matching indent level
- Otherwise decrease indent one level (thus a non-blank line toggles between matching position and one block higher)

start-of-document ()

Move cursor to start of document *Key Bindings: Wing IDE: Ctrl-Home; Brief: Ctrl-Home; VI/VIM: Ctrl-Home; Eclipse: Ctrl-Home; Emacs: Ctrl-Home; Visual Studio: Ctrl-Home; OS X: Command-Up*

start-of-document-extend ()

Move cursor to start of document, adjusting the selection range to new position *Key Bindings: Wing IDE: Ctrl-Shift-Home; Brief: Ctrl-Shift-Home; VI/VIM: Ctrl-Shift-Home; Eclipse: Ctrl-Shift-Home; Emacs: Ctrl-Shift-Home; Visual Studio: Ctrl-Shift-Home; OS X: Command-Shift-Up*

stop-mark-command (deselect=True)

Stop text marking for selection at current cursor position, leaving the selection set as is. Subsequent cursor move operations will deselect the range and set selection to cursor position. Deselect immediately when deselect is True. *Key Bindings: Emacs: Ctrl-G*

swap-lines (previous=False)

Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True. *Key Bindings: Wing IDE: Ctrl-Shift-L; Eclipse: Ctrl-Shift-L; Emacs: Ctrl-X Ctrl-T invokes swap-lines(previous=True)*

tab-key ()

Implement the tab key, the action of which is configurable by preference *Key Binding: Tab*

undo ()

Undo last action *Key Bindings: Wing IDE: Ctrl-Z; Brief: Alt-U; VI/VIM: u; Eclipse: Ctrl-Z; Emacs: Ctrl-/; Visual Studio: Ctrl-Z; OS X: Command-Z*

yank-line ()

Yank contents of kill buffer created with kill-line into the edit buffer *Key Bindings: Emacs: Ctrl-Y*

General Editor Commands

Editor commands that act on the current (most recently active) source editor, whether or not it currently has the keyboard focus.

check-indent-consistency ()

Check whether indents consistently use spaces or tabs throughout the file.

comment-out-region (style=None)

Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting. *Key Bindings: Wing IDE: Ctrl-/; Eclipse: Ctrl-/; Emacs: Ctrl-C C; Visual Studio: Ctrl-K Ctrl-C; OS X: Command-'*

comment-out-toggle (style=None)

Comment out the selected lines. This command is not available if they lines are already commented out. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used.

comment-toggle (style=None)

Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. *Key Bindings: Wing IDE: Ctrl-.; Eclipse: Ctrl-.; Emacs: Ctrl-C #; Visual Studio: Ctrl-K Ctrl-T; OS X: Command-;*

convert-indents-to-mixed (indent_size)

Convert all lines with leading spaces to mixed tabs and spaces.

convert-indents-to-spaces-only (indent_size)

Convert all lines containing leading tabs to spaces only.

convert-indents-to-tabs-only ()

Convert all indentation to use tab characters only and no spaces

evaluate-file-in-shell (restart_shell=None)

Run the contents of the editor within the Python Shell *Key Bindings: Wing IDE: Ctrl-Alt-V; Eclipse: Ctrl-Alt-V*

evaluate-sel-in-debug-probe (whole_lines=None)

Evaluate the current selection from the editor within the Debug Probe tool. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead. *Key Bindings: Wing IDE: Ctrl-Alt-D; Eclipse: Ctrl-Alt-D*

evaluate-sel-in-shell (restart_shell=False, whole_lines=None)

Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead. *Key Bindings: Wing IDE: Ctrl-Alt-E; Eclipse: Ctrl-Alt-E; Emacs: Ctrl-C* |

execute-kbd-macro (register='a', repeat=<numeric modifier; default=1>)

Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default. *Key Bindings: Wing IDE: Ctrl-M; Brief: F8; VI/VIM: @ invokes execute-kbd-macro(register=None); Eclipse: Ctrl-M; Emacs: Ctrl-X E; Visual Studio: Ctrl-M; OS X: Command-M*

fill-paragraph ()

Attempt to auto-justify the paragraph around the current start of selection *Key Bindings: Wing IDE: Ctrl-J; VI/VIM: g q q; Eclipse: Ctrl-J; Emacs: Ctrl-J; Visual Studio: Ctrl-K Ctrl-F; OS X: Command-J*

find-symbol ()

Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name *Key Bindings: Wing IDE: Ctrl-Shift-T; VI/VIM: Ctrl-Shift-T; Eclipse: Ctrl-Shift-T; Emacs: Ctrl-X G; Visual Studio: Ctrl-Shift-T; OS X: Command-Shift-T*

fold-collapse-all ()

Collapse all fold points in the current file *Key Bindings: Wing IDE: Alt-Home; Brief: Alt-Home; VI/VIM: Alt-Home; Eclipse: Alt-Home; Emacs: Alt-Home; Visual Studio: Alt-Home; OS X: Command-Ctrl--*

fold-collapse-all-clicked ()

Collapse the clicked fold point completely

fold-collapse-all-current ()

Collapse the current fold point completely *Key Bindings: Wing IDE: Alt-Page_Up; Brief: Alt-Page_Up; VI/VIM: Alt-Page_Up; Eclipse: Alt-Page_Up; Emacs: Alt-Page_Up; Visual Studio: Alt-Page_Up; OS X: Command--*

fold-collapse-current ()

Collapse the current fold point *Key Bindings: VI/VIM: z c; Eclipse: Ctrl--*

fold-collapse-more-clicked ()

Collapse the clicked fold point one more level

fold-collapse-more-current ()

Collapse the current fold point one more level *Key Bindings: Wing IDE: Alt-Up; Brief: Alt-Up; VI/VIM: Alt-Up; Eclipse: Alt-Up; Emacs: Alt-Up; Visual Studio: Alt-Up; OS X: Command-_*

fold-expand-all ()

Expand all fold points in the current file *Key Bindings: Wing IDE: Alt-End; Brief: Alt-End; VI/VIM: Alt-End; Eclipse: Alt-End; Emacs: Alt-End; Visual Studio: Alt-End; OS X: Command-Ctrl-**

fold-expand-all-clicked ()

Expand the clicked fold point completely

fold-expand-all-current ()

Expand the current fold point completely *Key Bindings: Wing IDE: Alt-Page_Down; Brief: Alt-Page_Down; VI/VIM: Alt-Page_Down; Eclipse: Alt-Page_Down; Emacs: Alt-Page_Down; Visual Studio: Alt-Page_Down; OS X: Command-**

fold-expand-current ()

Expand the current fold point *Key Bindings: VI/VIM: z o; Eclipse: Ctrl-+*

fold-expand-more-clicked ()

Expand the clicked fold point one more level

fold-expand-more-current ()

Expand the current fold point one more level *Key Bindings: Wing IDE: Alt-Down; Brief: Alt-Down; VI/VIM: Alt-Down; Eclipse: Alt-Down; Emacs: Alt-Down; Visual Studio: Alt-Down; OS X: Command-+*

fold-toggle ()

Toggle the current fold point *Key Bindings: Wing IDE: Alt-/; Brief: Alt-/; VI/VIM: Alt-/; Eclipse: Alt-/; Emacs: Alt-/; Visual Studio: Alt-/; OS X: Command-/*

fold-toggle-clicked ()

Toggle the clicked fold point

force-indent-style-to-match-file ()

Force the indent style of the editor to match the indent style found in the majority of the file

force-indent-style-to-mixed ()

Force the indent style of the editor to mixed use of tabs and spaces, regardless of the file contents

force-indent-style-to-spaces-only ()

Force the indent style of the editor to use spaces only, regardless of file contents

force-indent-style-to-tabs-only ()

Force the indent style of the editor to use tabs only, regardless of file contents

goto-column (column=<numeric modifier; default=0>)

Move cursor to given column *Key Bindings: VI/VIM:* |

goto-line (lineno=<numeric modifier>)

Position cursor at start of given line number *Key Bindings: Wing IDE: Ctrl-L; Brief: Alt-G; Eclipse: Ctrl-L; Emacs: Alt-G; Visual Studio: Ctrl-G; OS X: Command-L*

goto-line-select (lineno=<numeric modifier>)

Scroll to and select the given line number

goto-nth-line (lineno=<numeric modifier; default=1>, cursor='start')

Position cursor at start of given line number (1=first, -1 = last). This differs from goto-line in that it never prompts for a line number but instead uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character. *Key Bindings: VI/VIM: g g invokes goto-nth-line(cursor="fnb")*

goto-nth-line-default-end (lineno=<numeric modifier; default=0>, cursor='start')

Same as goto_nth_line but defaults to end of file if no lineno is given *Key Bindings: VI/VIM: Shift-G invokes goto-nth-line-default-end(cursor="fnb")*

goto-percent-line (percent=<numeric modifier; default=0>, cursor='start')

Position cursor at start of line at given percent in file. This uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character, or in VI mode it will do brace matching operation to reflect how VI overrides this command. *Key Bindings: VI/VIM: % invokes goto-percent-line(cursor="fnb")*

hide-all-whitespace ()

Turn off all special marks for displaying white space and end-of-line

hide-eol ()

Turn off special marks for displaying end-of-line chars

hide-indent-guides ()

Turn off special marks for displaying indent level

hide-whitespace ()

Turn off special marks for displaying white space

indent-lines (lines=None, levels=<numeric modifier; default=1>)

Indent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to indent more than one level at a time. *Key Bindings: VI/VIM: >; Eclipse: Ctrl-| invokes indent-lines(lines=1)*

indent-next-move (num=<numeric modifier; default=1>)

Indent lines spanned by next cursor move *Key Bindings: VI/VIM: >*

indent-region (sel=None)

Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent. *Key Bindings: Wing IDE: Ctrl->; VI/VIM: Ctrl-T; Eclipse: Ctrl->; Emacs: Ctrl-C >; Visual Studio: Ctrl->; OS X: Command-]*

indent-to-match-next-move (num=<numeric modifier; default=1>)

Indent lines spanned by next cursor move to match, based on the preceding line *Key Bindings: VI/VIM: =*

insert-command (cmd)

Insert the output for the given command at current cursor position. Some special characters in the command line (if not escaped with) will be replaced as follows:

```
% -- Current file's full path name
# -- Previous file's full path name
```

insert-file (filename)

Insert a file at current cursor position, prompting user for file selection *Key Bindings: Brief: Alt-R; Emacs: Ctrl-X I*

join-lines (delim=' ', num=<numeric modifier; default=2>)

Join together specified number of lines after current line (replace newlines with the given delimiter (single space by default) *Key Bindings: VI/VIM: Shift-J*

join-selection (delim=' ')

Join together all lines in given selection (replace newlines with the given delimiter (single space by default) *Key Bindings: VI/VIM: Shift-J*

kill-buffer ()

Close the current text file *Key Bindings: Brief: Ctrl--; Emacs: Ctrl-X K*

outdent-lines (lines=None, levels=<numeric modifier; default=1>)

Outdent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to outdent more than one level at a time. *Key Bindings: VI/VIM: <*

outdent-next-move (num=<numeric modifier; default=1>)

Outdent lines spanned by next cursor move *Key Bindings: VI/VIM: <*

outdent-region (sel=None)

Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent. *Key Bindings: Wing IDE: Ctrl-<; VI/VIM: Ctrl-D; Eclipse: Ctrl-<; Emacs: Ctrl-C <; Visual Studio: Ctrl-<; OS X: Command-[*

page-setup ()

Show printing page setup dialog

print-view ()

Print active editor document *Key Bindings: Wing IDE: Ctrl-P; Eclipse: Ctrl-P; Visual Studio: Ctrl-P; OS X: Command-P*

query-replace (search_string, replace_string)

Initiate incremental mini-search query/replace from the cursor position. *Key Bindings: Wing IDE: Alt-comma; Eclipse: Alt-comma; Emacs: Alt-%; Visual Studio: Alt-comma; OS X: Ctrl-R*

query-replace-regex (search_string, replace_string)

Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression. *Key Bindings: Wing IDE: Ctrl-Alt-Comma; Eclipse: Ctrl-Alt-Comma; Emacs: Ctrl-Alt-%; Visual Studio: Ctrl-Alt-Comma*

range-replace (search_string, replace_string, confirm, range_limit, match_limit, regex)

Initiate incremental mini-search query/replace within the given selection. This is similar to query_replace but allows some additional options:

```
confirm -- True to confirm each replace
range_limit -- None to replace between current selection start and end of document,
  1 to limit operation to current selection or to current line if selection is empty,
  (start, end) to limit operation to within given selection range, or "first|last"
  to limit operating withing given range of lines (1=first).
match_limit -- None to replace any number of matches, or limit of number of replaces.
  When set to "l" plus a number, limits to that number of matches per line,
  rather than as a whole.
regex -- Treat search string as a regular expression
```

repeat-replace (repeat=<numeric modifier; default=1>)

Repeat the last query replace or range replace operation on the current line. The first match is replaced without confirmation. *Key Bindings: VI/VIM: &*

replace-char (line_mode='multiline', num=<numeric modifier; default=1>)

Replace num characters with given character. Set line_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position. *Key Bindings: VI/VIM: r invokes replace-char(line_mode="restrict")*

replace-string (search_string, replace_string)

Replace all occurrences of a string from the cursor position to end of file. *Key Bindings: Wing IDE: Alt-.; Eclipse: Alt-.; Emacs: Alt-@; Visual Studio: Alt-.*

replace-string-regex (search_string, replace_string)

Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression. *Key Bindings: Wing IDE: Ctrl-Alt-.; Eclipse: Ctrl-Alt-.; Emacs: Ctrl-Alt-@; Visual Studio: Ctrl-Alt-.*

save-buffer ()

Save the current text file to disk

set-readonly ()

Set editor to be readonly. This cannot be done if the editor contains any unsaved edits.

set-visit-history-anchor ()

Set anchor in the visit history to go back to

set-writable ()

Set editor to be writable. This can be used to override the read-only state used initially for editors displaying files that are read-only on disk.

show-all-whitespace ()

Turn on all special marks for displaying white space and end-of-line

show-eol ()

Turn on special marks for displaying end-of-line chars

show-indent-guides ()

Turn on special marks for displaying indent level

show-indent-manager ()

Display the indentation manager for this editor file

show-whitespace ()

Turn on special marks for displaying white space

start-kbd-macro (register='a')

Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default. *Key Bindings: Wing IDE: Ctrl-(; Brief: F7; VI/VIM: q invokes start-kbd-macro(register=None); Eclipse: Ctrl-(; Emacs: Ctrl-X (; Visual Studio: Ctrl-(; OS X: Command-(*

stop-kbd-macro ()

Stop definition of a keyboard macro *Key Bindings: Wing IDE: Ctrl-); Brief: Shift-F7; VI/VIM: q; Eclipse: Ctrl-); Emacs: Ctrl-X); Visual Studio: Ctrl-); OS X: Command-)*

toggle-auto-editing ()

Toggle the global auto-editing switch. When enabled, the editor performs the auto-edits that have been selected in the Editor > Auto-Editing preferences group.

toggle-line-wrapping ()

Toggles line wrapping preference for all editors

toggle-overtype ()

Toggle status of overtyping mode *Key Bindings: Wing IDE: Insert; Brief: Insert; VI/VIM: Insert; Eclipse: Insert; Emacs: Insert; Visual Studio: Insert*

uncomment-out-region (one_level=True)

Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting. *Key Bindings: Wing IDE: Ctrl-?; Eclipse: Ctrl-?; Emacs: Ctrl-C U; Visual Studio: Ctrl-K Ctrl-U; OS X: Command-"*

uncomment-out-toggle (style=None)

Remove commenting from the selected lines, if any. This command is not available if the lines are not commented out.

use-lexer-ada ()

Force syntax highlighting Ada source

use-lexer-apache-conf ()

Force syntax highlighting for Apache configuration file format

use-lexer-asm ()

Force syntax highlighting for Masm assembly language

use-lexer-ave ()

Force syntax highlighting for Avenue GIS language

use-lexer-baan ()

Force syntax highlighting for Baan

use-lexer-bash ()

Force syntax highlighting for bash scripts

use-lexer-bullant ()

Force syntax highlighting for Bullant

use-lexer-by-doctype ()

Use syntax highlighting appropriate to the file type

use-lexer-coffee-script ()

Force syntax highlighting for Coffee Script source file

use-lexer-cpp ()

Force syntax highlighting for C/C++ source *Key Bindings: Wing IDE: Ctrl-7 C; Eclipse: Ctrl-7 C; Emacs: Ctrl-X L C; Visual Studio: Ctrl-7 C; OS X: Command-7 C*

use-lexer-css2 ()

Force syntax highlighting for CSS2

use-lexer-cython ()

Force syntax highlighting for Cython source

use-lexer-diff ()

Force syntax highlighting for diff/cdiff files

use-lexer-django ()

Force syntax highlighting for Django template file

use-lexer-dos-batch ()

Force syntax highlighting for DOS batch files

use-lexer-eiffel ()

Force syntax highlighting for Eiffel source

use-lexer-errlist ()

Force syntax highlighting for error list format

use-lexer-escript ()

Force syntax highlighting for EScript

use-lexer-fortran ()

Force syntax highlighting for Fortran

use-lexer-html ()

Force syntax highlighting for HTML *Key Bindings: Wing IDE: Ctrl-7 H; Eclipse: Ctrl-7 H; Emacs: Ctrl-X L H; Visual Studio: Ctrl-7 H; OS X: Command-7 H*

use-lexer-idl ()

Force syntax highlighting for XP IDL

use-lexer-java ()

Force syntax highlighting for Java source

use-lexer-javascript ()

Force syntax highlighting for Javascript

use-lexer-latex ()

Force syntax highlighting for LaTeX

use-lexer-lisp ()

Force syntax highlighting for Lisp source

use-lexer-lout ()

Force syntax highlighting for LOUT typesetting language

use-lexer-lua ()

Force syntax highlighting for Lua

use-lexer-makefile ()

Force syntax highlighting for make files *Key Bindings: Wing IDE: Ctrl-7 M; Eclipse: Ctrl-7 M; Emacs: Ctrl-X L M; Visual Studio: Ctrl-7 M; OS X: Command-7 M*

use-lexer-mako ()

Force syntax highlighting for Mako template file

use-lexer-matlab ()

Force syntax highlighting for Matlab

use-lexer-mmixal ()

Force syntax highlighting for MMIX assembly language

use-lexer-msidl ()

Force syntax highlighting for MS IDL

use-lexer-nncrontab ()

Force syntax highlighting for NNCrontab files

use-lexer-none ()

Use no syntax highlighting *Key Bindings: Wing IDE: Ctrl-7 N; Eclipse: Ctrl-7 N; Emacs: Ctrl-X L N; Visual Studio: Ctrl-7 N; OS X: Command-7 N*

use-lexer-nsis ()

Force syntax highlighting for NSIS

use-lexer-pascal ()

Force syntax highlighting for Pascal source

use-lexer-perl ()

Force syntax highlighting for Perl source

use-lexer-php ()

Force syntax highlighting for PHP source

use-lexer-plsql ()

Force syntax highlighting for PL/SQL files

use-lexer-pov ()

Force syntax highlighting for POV ray tracer scene description language

use-lexer-properties ()

Force syntax highlighting for properties files

use-lexer-ps ()

Force syntax highlighting for Postscript

use-lexer-python ()

Force syntax highlighting for Python source *Key Bindings: Wing IDE: Ctrl-7 P; Eclipse: Ctrl-7 P; Emacs: Ctrl-X L P; Visual Studio: Ctrl-7 P; OS X: Command-7 P*

use-lexer-qss ()

Force syntax highlighting for QSS (Qt Style sheets)

use-lexer-r ()

Force syntax highlighting for R source file

use-lexer-rc ()

Force syntax highlighting for RC file format

use-lexer-ruby ()

Force syntax highlighting for Ruby source

use-lexer-scriptol ()

Force syntax highlighting for Scriptol

use-lexer-scss ()

Force syntax highlighting for SCSS formatted SASS

use-lexer-sql ()

Force syntax highlighting for SQL *Key Bindings: Wing IDE: Ctrl-7 S; Eclipse: Ctrl-7 S; Emacs: Ctrl-X L S; Visual Studio: Ctrl-7 S; OS X: Command-7 S*

use-lexer-tcl ()

Force syntax highlighting for TCL

use-lexer-vb ()

Force syntax highlighting for Visual Basic

use-lexer-vxml ()

Force syntax highlighting for VXML

use-lexer-xcode ()

Force syntax highlighting for XCode files

use-lexer-xml ()

Force syntax highlighting for XML files *Key Bindings: Wing IDE: Ctrl-7 X; Eclipse: Ctrl-7 X; Visual Studio: Ctrl-7 X; OS X: Command-7 X*

use-lexer-yaml ()

Force syntax highlighting for YAML

zoom-in ()

Zoom in, increasing the text display size temporarily by one font size *Key Binding: Ctrl-+*

zoom-out ()

Zoom out, increasing the text display size temporarily by one font size *Key Binding: Ctrl--*

zoom-reset ()

Reset font zoom factor back to zero

Shell Or Editor Commands

Commands available when working either in the shell or editor

goto-clicked-symbol-defn (other_split=False)

Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True. *Key Bindings: Wing IDE: Ctrl-Left_Click; Brief: Ctrl-Left_Click; VI/VIM: Ctrl-Left_Click; Eclipse:*

Ctrl-Left_Click; Emacs: Ctrl-Left_Click; Visual Studio: Ctrl-Left_Click; OS X: Command-Left_Click

goto-selected-symbol-defn (other_split=False)

Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True. *Key Binding: F4*

12.4. Search Manager Commands

Toolbar Search Commands

Commands available when the tool bar search entry area has the keyboard focus.

backward-char ()

Move backward one character *Key Binding: Left*

backward-char-extend ()

Move backward one character, extending the selection *Key Binding: Shift-Left*

backward-delete-char ()

Delete character behind the cursor *Key Bindings: Wing IDE: BackSpace; Brief: BackSpace; VI/VIM: BackSpace; Eclipse: BackSpace; Emacs: BackSpace; Visual Studio: BackSpace; OS X: Backspace*

backward-delete-word ()

Delete word behind the cursor *Key Bindings: Wing IDE: Ctrl-BackSpace; Brief: Ctrl-BackSpace; VI/VIM: Ctrl-BackSpace; Eclipse: Ctrl-BackSpace; Emacs: Ctrl-BackSpace; Visual Studio: Ctrl-BackSpace; OS X: Ctrl-Option-Delete*

backward-word ()

Move backward one word *Key Bindings: Wing IDE: Ctrl-Left; Brief: Ctrl-Left; VI/VIM: Ctrl-Left; Eclipse: Ctrl-Left; Emacs: Ctrl-Left; Visual Studio: Ctrl-Left; OS X: Option-Left*

backward-word-extend ()

Move backward one word, extending the selection *Key Bindings: Wing IDE: Ctrl-Shift-Left; Brief: Ctrl-Shift-Left; VI/VIM: Ctrl-Shift-Left; Eclipse: Ctrl-Shift-Left; Emacs: Ctrl-Shift-Left; Visual Studio: Ctrl-Shift-Left; OS X: Ctrl-Shift-Left invokes backward-word-extend(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn")*

beginning-of-line ()

Move to the beginning of the toolbar search entry *Key Bindings: Brief: Shift-Home; VI/VIM: 0 invokes beginning-of-line(toggle=0); Emacs: Home; OS X: Command-Left*

beginning-of-line-extend ()

Move to the beginning of the toolbar search entry, extending the selection *Key Bindings: Emacs: Shift-Home; OS X: Command-Shift-Left*

copy ()

Cut selection *Key Bindings: Wing IDE: Ctrl-Insert; Brief: Ctrl-Insert; VI/VIM: Ctrl-Insert; Eclipse: Ctrl-Insert; Emacs: Ctrl-Insert; Visual Studio: Ctrl-Insert; OS X: Command-C*

cut ()

Cut selection *Key Bindings: Wing IDE: Shift-Delete; Brief: Shift-Delete; VI/VIM: Shift-Delete; Eclipse: Shift-Delete; Emacs: Shift-Delete; Visual Studio: Shift-Delete; OS X: Command-X*

end-of-line ()

Move to the end of the toolbar search entry *Key Bindings: Wing IDE: End; Brief: End; VI/VIM: End; Eclipse: End; Emacs: End; Visual Studio: End; OS X: Command-Right*

end-of-line-extend ()

Move to the end of the toolbar search entry, extending the selection *Key Bindings: Wing IDE: Shift-End; Brief: Shift-End; VI/VIM: Shift-End; Eclipse: Shift-End; Emacs: Shift-End; Visual Studio: Shift-End; OS X: Command-Shift-Right*

forward-char ()

Move forward one character *Key Binding: Right*

forward-char-extend ()

Move forward one character, extending the selection *Key Binding: Shift-Right*

forward-delete-char ()

Delete character in front of the cursor *Key Binding: Delete*

forward-delete-word ()

Delete word in front of the cursor *Key Bindings: Wing IDE: Ctrl-Delete; Brief: Ctrl-Delete; VI/VIM: Ctrl-Delete; Eclipse: Ctrl-Delete; Emacs: Ctrl-Delete; Visual Studio: Ctrl-Delete; OS X: Option-Delete*

forward-word ()

Move forward one word *Key Bindings: Wing IDE: Ctrl-Right; Brief: Ctrl-Right; VI/VIM: Ctrl-Right; Eclipse: Ctrl-Right; Emacs: Ctrl-Right; Visual Studio: Ctrl-Right; OS X: Ctrl-Right invokes forward-word(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn")*

forward-word-extend ()

Move forward one word, extending the selection *Key Bindings: Wing IDE: Ctrl-Shift-Right; Brief: Ctrl-Shift-Right; VI/VIM: Ctrl-Shift-Right; Eclipse: Ctrl-Shift-Right; Emacs: Ctrl-Shift-Right; Visual Studio: Ctrl-Shift-Right; OS X: Option-Shift-Right*

paste ()

Paste from clipboard *Key Bindings: Wing IDE: Shift-Insert; Brief: Shift-Insert; VI/VIM: Shift-Insert; Eclipse: Shift-Insert; Emacs: Shift-Insert; Visual Studio: Shift-Insert; OS X: Ctrl-y*

Search Manager Commands

Globally available commands defined for the search manager. These commands are available regardless of whether a search manager is visible or has keyboard focus.

batch-replace (look_in=None, use_selection=True)

Display search and replace in files tool. *Key Bindings: Wing IDE: Ctrl-Shift-R; VI/VIM: Ctrl-Shift-G; Eclipse: Ctrl-Shift-R; Emacs: Ctrl-); Visual Studio: Ctrl-Shift-R; OS X: Command-Shift-R*

batch-search (look_in=None, use_selection=True, search_text=None)

Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided *Key Bindings: Wing IDE: Ctrl-Shift-F; VI/VIM: Ctrl-Shift-F; Eclipse: Ctrl-Shift-F; Emacs: Ctrl-(; Visual Studio: Ctrl-Shift-F; OS X: Command-Shift-F*

batch-search-backward ()

Move to the previous found match in the Search in Files tool.

batch-search-forward ()

Move to the next found match in the Search in Files tool.

batch-search-pause ()

Pause the currently running batch search, if any

replace ()

Bring up the search manager in replace mode. *Key Bindings: Wing IDE: Ctrl-R; Brief: F6; Eclipse: Ctrl-R; Emacs: Ctrl-0; Visual Studio: Ctrl-R; OS X: Command-R*

replace-again ()

Replace current selection with the search manager.

replace-and-search ()

Replace current selection and search again. *Key Bindings: Wing IDE: Ctrl-I; Brief: Shift-F6; Eclipse: Ctrl-I; OS X: Command-Ctrl-R*

search ()

Bring up the search manager in search mode. *Key Bindings: Wing IDE: Alt-F3; Brief: Alt-F3; VI/VIM: Alt-F3; Eclipse: Alt-F3; Emacs: Alt-F3; Visual Studio: Alt-F3; OS X: Option-F3*

search-again (search_string='', direction=1)

Search again using the search manager's current settings.

search-backward (search_string=None)

Search again using the search manager's current settings in backward direction *Key Binding: Shift-F3*

search-forward (search_string='')

Search again using the search manager's current settings in forward direction *Key Binding: F3*

search-sel ()

Search forward using current selection

search-sel-backward ()

Search backward using current selection *Key Bindings: Wing IDE: Ctrl-Shift-F3; Brief: Ctrl-Shift-F3; VI/VIM: Ctrl-Shift-F3; Eclipse: Ctrl-Shift-F3; Emacs: Ctrl-Shift-F3; Visual Studio: Ctrl-Shift-F3; OS X: Command-Shift-F3*

search-sel-forward ()

Search forward using current selection *Key Bindings: Wing IDE: Ctrl-F3; Brief: Ctrl-F3; VI/VIM: Ctrl-F3; Eclipse: Ctrl-F3; Emacs: Ctrl-F3; Visual Studio: Ctrl-F3; OS X: Command-F3*

Search Manager Instance Commands

Commands for a particular search manager instance. These are only available when the search manager has they keyboard focus.

clear ()

Clear selected text

copy ()

Copy selected text *Key Bindings: Wing IDE: Ctrl-Insert; Brief: Ctrl-Insert; VI/VIM: Ctrl-Insert; Eclipse: Ctrl-Insert; Emacs: Ctrl-Insert; Visual Studio: Ctrl-Insert; OS X: Command-C*

cut ()

Cut selected text *Key Bindings: Wing IDE: Shift-Delete; Brief: Shift-Delete; VI/VIM: Shift-Delete; Eclipse: Shift-Delete; Emacs: Shift-Delete; Visual Studio: Shift-Delete; OS X: Command-X*

forward-tab ()

Place a forward tab at the current cursor position in search or replace string *Key Binding: Ctrl-T*

paste ()

Paste text from clipboard *Key Bindings: Wing IDE: Shift-Insert; Brief: Shift-Insert; VI/VIM: Shift-Insert; Eclipse: Shift-Insert; Emacs: Shift-Insert; Visual Studio: Shift-Insert; OS X: Ctrl-y*

12.5. Debugger Commands

Debugger Commands

Commands that control the debugger and current debug process, if any.

break-clear ()

Clear the breakpoint on the current line *Key Binding: F9*

break-clear-all ()

Clear all breakpoints *Key Bindings: Wing IDE: Ctrl-F9; Brief: Ctrl-F9; VI/VIM: Ctrl-F9; Eclipse: Ctrl-F9; Emacs: Ctrl-F9; Visual Studio: Ctrl-F9; OS X: Command-F9*

break-clear-clicked ()

Clear the breakpoint at current click location

break-disable ()

Disable the breakpoint on current line *Key Binding: Shift-F9*

break-disable-all ()

Disable all breakpoints *Key Bindings: Wing IDE: Ctrl-Shift-F9; Brief: Ctrl-Shift-F9; VI/VIM: Ctrl-Shift-F9; Eclipse: Ctrl-Shift-F9; Emacs: Ctrl-Shift-F9; Visual Studio: Ctrl-Shift-F9*

break-disable-clicked ()

Disable the breakpoint at current click location

break-edit-cond ()

Edit condition for the breakpoint on current line

break-edit-cond-clicked ()

Edit condition for the breakpoint at the current mouse click location

break-enable ()

Enable the breakpoint on the current line *Key Binding: Shift-F9*

break-enable-all ()

Enable all breakpoints *Key Bindings: Wing IDE: Ctrl-Shift-F9; Brief: Ctrl-Shift-F9; VI/VIM: Ctrl-Shift-F9; Eclipse: Ctrl-Shift-F9; Emacs: Ctrl-Shift-F9; Visual Studio: Ctrl-Shift-F9*

break-enable-clicked ()

Enable the breakpoint at current click location

break-enable-toggle ()

Toggle whether breakpoint on current line is enabled or disabled

break-ignore ()

Ignore the breakpoint on current line for N iterations

break-ignore-clicked ()

Ignore the breakpoint at the current mouse click location for N iterations

break-set ()

Set a new regular breakpoint on current line *Key Binding: F9*

break-set-clicked ()

Set a new regular breakpoint at the current mouse click location

break-set-cond ()

Set a new conditional breakpoint on current line

break-set-cond-clicked ()

Set a new conditionalbreakpoint at the current mouse click location

break-set-temp ()

Set a new temporary breakpoint on current line

break-set-temp-clicked ()

Set a new temporary breakpoint at the current mouse click location

break-toggle ()

Toggle breakpoint at current line (creates new regular bp when one is created)

clear-exception-ignores-list ()

Clear list of exceptions being ignored during debugging

clear-var-errors ()

Clear stored variable errors so they get refetched

collapse-tree-more ()

Collapse whole selected variables display subtree one more level

create-launch-config (name)

Create a new launch configuration with the given name if it does not already exist, and then open the launch configuration attribute dialog.

create-named-entry-point (name)

Create a new named entry point if it does not already exist, and then open the named entry point attribute dialog.

debug-attach ()

Attach to an already-running debug process

debug-continue (show_dialog=None)

Continue (or start) running, to next breakpoint *Key Binding: F5*

debug-detach ()

Detach from the debug process and let it run

debug-file (show_dialog=None)

Start debugging the current file (rather than the main entry point) *Key Binding: Shift-F5*

debug-kill ()

Stop debugging *Key Bindings: Wing IDE: Ctrl-F5; Brief: Ctrl-F5; VI/VIM: Ctrl-F5; Eclipse: Ctrl-F5; Emacs: Ctrl-F5; Visual Studio: Ctrl-F5; OS X: Command-F5*

debug-named-entry-point (name)

Debug the named entry point

debug-probe-clear ()

Clear debug probe.

debug-restart ()

Stop and restart the current debug process

debug-show-environment ()

Show the debug run arguments and environment configuration dialog for the main entry point or current file

debug-stop ()

Pause free-running execution at current program counter *Key Bindings: Wing IDE: Ctrl-Shift-F5; Brief: Ctrl-Shift-F5; VI/VIM: Ctrl-Shift-F5; Eclipse: Ctrl-Shift-F5; Emacs: Ctrl-Shift-F5; Visual Studio: Ctrl-Shift-F5; OS X: Command-Shift-F5*

debug-to-clicked ()

Debug to the line at the current mouse click location

exception-always-stop ()

Always stop on exceptions, even if they are handled by the code

exception-never-stop ()

Never stop on exceptions, even if they are unhandled in the code

exception-stop-when-printed ()

Stop only on exceptions when they are about to be printed

exception-unhandled-stop ()

Stop only on exceptions that are not handled by the code

execute-named-entry-point (name)

Execute (without debugging) the named entry point

expand-tree-more ()

Expand whole selected variables display subtree deeper

force-var-reload ()

Force refetch of a value from server

frame-down ()

Move down the current debug stack *Key Binding: F12*

frame-show ()

Show the position (thread and stack frame) where the debugger originally stopped *Key Bindings: Wing IDE: Shift-F11; Brief: Shift-F11; VI/VIM: Shift-F11; Eclipse: Shift-F11; Emacs: Shift-F11; Visual Studio: Shift-F11*

frame-up ()

Move up the current debug stack *Key Binding: F11*

hide-detail ()

Show the textual value detail area

internal-extra-debugger-logging-start ()

Turn on additional logging for diagnosing problems with the debugger

internal-extra-debugger-logging-stop ()

Turn off additional logging for diagnosing problems with the debugger

manage-launch-configs ()

Display the launch config manager

manage-named-entry-points ()

Display the named entry point manager

python-shell-clear ()

Clear python shell.

python-shell-kill ()

Kill python shell process.

python-shell-restart ()

Restart python shell.

run-build-command ()

Execute the build command defined in the project, if any

run-to-cursor ()

Run to current cursor position *Key Bindings: Wing IDE: Alt-F5; Brief: Alt-F5; VI/VIM: Alt-F5; Eclipse: Alt-F5; Emacs: Alt-F5; Visual Studio: Alt-F5*

shell-copy-with-prompts (shell=None)

Copy text from shell, including all prompts

shell-ctrl-down ()

Not documented

shell-ctrl-return ()

Not documented

shell-ctrl-up ()

Not documented

show-detail ()

Show the textual value detail area

step-into (show_dialog=None)

Step into current execution point, or start debugging at first line *Key Binding: F7*

step-out ()

Step out of the current function or method *Key Binding: F8*

step-over ()

Step over current execution point *Key Binding: F6*

watch (style='ref')

Watch selected variable using a direct object reference to track it

watch-expression (expr=None)

Add a new expression to the watch list

watch-module-ref ()

Watch selected value relative to a module looked up by name in sys.modules

watch-parent-ref ()

Watch selected variable using a reference to the value's parent and the key slot for the value

watch-ref ()

Watch selected variable using a direct object reference to track it

watch-symbolic ()

Watch selected value using the symbolic path to it

Debugger Watch Commands

Commands for the debugger's Watch tool (Wing IDE Professional only). These are available only when the watch tool has key board focus.

watch-clear-all ()

Clear all entries from the watch list

watch-clear-selected ()

Clear selected entry from the watch list

Call Stack View Commands

Commands available on a specific instance of the call stack tool

callstack-copy-to-clipboard ()

Copy the call stack to the clipboard, as text

callstack-set-codeline-mode (mode)

Set the code line display mode for this call stack

callstack-show-docs ()

Show documentation for the call stack manager

Exceptions Commands

Commands available when the debugger's Exceptions tool has the keyboard focus.

clear ()

Clear the exception currently shown on the display

copy ()

Copy the exception traceback to the clipboard *Key Bindings: Wing IDE: Ctrl-Insert; Brief: Ctrl-Insert; VI/VIM: Ctrl-Insert; Eclipse: Ctrl-Insert; Emacs: Ctrl-Insert; Visual Studio: Ctrl-Insert; OS X: Command-C*

Key Binding Reference

This chapter documents all the default key bindings found in the keyboard personalities provided by Wing, set by the **Personality** preference. Key bindings are listed alphabetically. In some cases commands of the same name are provided by different implementations that are selected according to keyboard focus.

When multiple commands are defined for a single key binding, the first available command in the list is invoked. In this way a single binding can, for example, show or hide a tool panel.

Additional key bindings can be added as described in keyboard bindings. All available commands are documented in the Command Reference.

13.1. Wing IDE Personality

This section documents all the default key bindings for the **Wing IDE** keyboard personality, set by the **Personality** preference.

Alt-1: **fold-python-methods**

Alt-2: **fold-python-classes**

Alt-3: **fold-python-classes-and-defs**

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-F11: **prev-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F6: **run-failed-tests**

Alt-F7: **run-last-tests**

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

Alt-comma: **query-replace** - Initiate incremental mini-search query/replace from the cursor position.

Alt-period: **replace-string** - Replace all occurrences of a string from the cursor position to end of file.

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-0: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-7 C: **use-lexer-cpp** - Force syntax highlighting for C/C++ source

Ctrl-7 H: **use-lexer-html** - Force syntax highlighting for HTML

Ctrl-7 M: **use-lexer-makefile** - Force syntax highlighting for make files

Ctrl-7 N: **use-lexer-none** - Use no syntax highlighting

Ctrl-7 P: **use-lexer-python** - Force syntax highlighting for Python source

Ctrl-7 S: **use-lexer-sql** - Force syntax highlighting for SQL

Ctrl-7 X: **use-lexer-xml** - Force syntax highlighting for XML files

Ctrl-8: **recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

Ctrl-9: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-A: **select-all** - Select all text in the editor

Ctrl-Alt-B: **search-sel-backward** - Search backward using current selection

Ctrl-Alt-Comma: **query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

Ctrl-Alt-D: **evaluate-sel-in-debug-probe** - Evaluate the current selection from the editor within the Debug Probe tool. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-E: **evaluate-sel-in-shell** - Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

Ctrl-Alt-F: **search-sel-forward** - Search forward using current selection

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-G: **goto-bookmark** - Goto named bookmark

Ctrl-Alt-K: **show-bookmarks** - Show a list of all currently defined bookmarks

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-M: **set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-T: **toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-V: **evaluate-file-in-shell** - Run the contents of the editor within the Python Shell

Ctrl-Alt-period: **replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

Ctrl-Apostrophe: **enclose(start="'", end="')** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-B: **isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-C: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Comma: **next-window** - Switch to the next window alphabetically by title

Ctrl-D: **toolbar-search-focus** - Move focus to toolbar search entry.

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-E: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-F: **search** - Bring up the search manager in search mode.

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-G: **search-forward** - Search again using the search manager's current settings in forward direction

Ctrl-H: **replace** - Bring up the search manager in replace mode.

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-I: **replace-and-search** - Replace current selection and search again.

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-J: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Ctrl-K: **open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

Ctrl-L: **goto-line** - Position cursor at start of given line number

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-M: **execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-N: **new-file** - Create a new file

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-O: **open-gui** - Open a file from disk, prompting with file selection dialog if necessary

Ctrl-P: **print-view** - Print active editor document

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Period: **comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used.

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Q: **quit** - Quit the application.

Ctrl-Quotedbl: **enclose(start='"', end='"')** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-R: **replace** - Bring up the search manager in replace mode.

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-S: **save** - Save active document. Also close it if close is True.

Ctrl-Shift-B: **isearch-sel-backward** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-Shift-C: **delete-line** - Delete the current line or lines when the selection spans multiple lines or given repeat is > 1

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Down: **move-line-down** - Move the current line or lines up down line, optionally indenting to match the new position

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-F: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-G: **search-backward** - Search again using the search manager's current settings in backward direction

Ctrl-Shift-H: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-L: **swap-lines** - Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True.

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-O: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-R: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-S: **save-as** - Save active document to a new file

Ctrl-Shift-T: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-U: **isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

Ctrl-Shift-Up: **move-line-up** - Move the current line or lines up one line, optionally indenting to match the new position

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-V: **duplicate-line** - Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'.

Ctrl-Shift-Y: **duplicate-line-above** - Duplicate the current line or lines above the selection.

Ctrl-Slash: **comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-U: **isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Ctrl-V: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Ctrl-W: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-X: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Y: **redo** - Redo last action

Ctrl-Z: **undo** - Undo last action

Ctrl-]: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-greater: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-less: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-parenleft: **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

Ctrl-parenright: **stop-kbd-macro** - Stop definition of a keyboard macro

Ctrl-question: **uncomment-out-region** - Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting.

Ctrl-space: **show-autocompleter** - Show the auto-completer for current cursor position

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F11: **frame-up** - Move up the current debug stack

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F6: **step-over** - Step over current execution point

F7: **step-into** - Step into current execution point, or start debugging at first line

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Insert: **toggle-overtype** - Toggle status of overtyping mode

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Next: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-N: **diff-next**

Shift-Alt-P: **diff-previous**

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **find-points-of-use**

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

13.2. Emacs Personality

This section documents all the default key bindings for the **Emacs** keyboard personality, set by the **Personality** preference.

Alt-!: **execute-process** - Execute the given command line in the OS Commands tool using default run directory and environment as defined in project properties, or the values set in an existing command with the same command line in the OS Commands tool.

Alt-0: **initiate-repeat-0** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-1: **fold-python-methods**

Alt-1: **initiate-repeat-1** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-2: **fold-python-classes**

Alt-2: **initiate-repeat-2** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-3: **fold-python-classes-and-defs**

Alt-3: **initiate-repeat-3** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-4: **initiate-repeat-4** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-5: **initiate-repeat-5** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-6: **initiate-repeat-6** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-7: **initiate-repeat-7** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-8: **initiate-repeat-8** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-9: **initiate-repeat-9** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Alt-@: **replace-string** - Replace all occurrences of a string from the cursor position to end of file.

Alt-B: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Backslash: **fold-toggle** - Toggle the current fold point

Alt-C: **title-case**

Alt-D: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-F: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Alt-F11: **prev-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F6: **run-failed-tests**

Alt-F7: **run-last-tests**

Alt-G: **goto-line** - Position cursor at start of given line number

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-L: **goto-line** - Position cursor at start of given line number

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-Period: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

Alt-Q: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-Slash: **show-autocompleter** - Show the auto-completer for current cursor position

Alt-Tab: **show-autocompleter** - Show the auto-completer for current cursor position

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

Alt-V: **backward-page** - Move cursor backward one page

Alt-W: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Alt-X: **command-by-name** - Execute given command by name, collecting any args as needed

Alt-g: **goto-line** - Position cursor at start of given line number

Alt-greater: **end-of-document** - Move cursor to end of document

Alt-less: **start-of-document** - Move cursor to start of document

Alt-percent: **query-replace** - Initiate incremental mini-search query/replace from the cursor position.

Alt-percent: **query-replace** - Initiate incremental mini-search query/replace from the cursor position.

Alt-{: **previous-blank-line(threshold=1)** - Move to the previous blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed.

Alt-}: **next-blank-line(threshold=1)** - Move to the next blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed.

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-0: **replace** - Bring up the search manager in replace mode.

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-9: **search** - Bring up the search manager in search mode.

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-@: **set-mark-command** - Set start of text marking for selection at current cursor position. Subsequently, all cursor move operations will automatically extend the text

selection until stop-mark-command is issued. Unit defines what is selected: can be one of char, line, or block (rectangle).

Ctrl-A: **beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

Ctrl-Alt-@: **replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

Ctrl-Alt-B: **search-sel-backward** - Search backward using current selection

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-F: **search-sel-forward** - Search forward using current selection

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-R: **isearch-backward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-S: **isearch-forward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-percent: **query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

Ctrl-Apostrophe: **enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-B: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-C Bar: **evaluate-sel-in-shell** - Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

Ctrl-C C: **comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

Ctrl-C Ctrl-C: **debug-continue** - Continue (or start) running, to next breakpoint

Ctrl-C Ctrl-K: **debug-kill** - Stop debugging

Ctrl-C Ctrl-S: **debug-stop** - Pause free-running execution at current program counter

Ctrl-C M: **isearch-sel**

Ctrl-C R: **isearch-sel-backward** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-C S: **isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-C U: **uncomment-out-region** - Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting.

Ctrl-C greater: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-C less: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-C numbersign: **comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used.

Ctrl-D: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-E: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-F: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-G: **stop-mark-command** - Stop text marking for selection at current cursor position, leaving the selection set as is. Subsequent cursor move operations will deselect the range and set selection to cursor position. Deselect immediately when deselect is True.

Ctrl-H: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-J: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Ctrl-K: **kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

Ctrl-L: **center-cursor** - Scroll so cursor is centered on display

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be

"start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-M: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-N: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-O: **next-window** - Switch to the next window alphabetically by title

Ctrl-O: **open-line** - Open the current line by inserting a newline after the caret

Ctrl-P: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Period: **redo** - Redo last action

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Quotedbl: **enclose(start='"', end='")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-R: **isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-Right: **forward-word(gravity="end")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-S: **isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Slash: **undo** - Undo last action

Ctrl-Space: **set-mark-command** - Set start of text marking for selection at current cursor position. Subsequently, all cursor move operations will automatically extend the text selection until stop-mark-command is issued. Unit defines what is selected: can be one of char, line, or block (rectangle).

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-U: **initiate-repeat** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Ctrl-V: **forward-page** - Move cursor forward one page

Ctrl-W: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-X 1: **unsplit** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

NOTE: The parameters for this command are subject to change in the future.

Ctrl-X 2: **split-vertically** - Split current view vertically. Create new editor in new view when new==1.

Ctrl-X 3: **split-horizontally** - Split current view horizontally.

Ctrl-X 4 A: **add-change-log-entry**

Ctrl-X 5 0: **close-window** - Close the current window and all documents and panels in it

Ctrl-X 5 2: **new-document-window** - Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels)

Ctrl-X 5 3: **new-document-window** - Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels)

Ctrl-X 5 O: **next-window** - Switch to the next window alphabetically by title

Ctrl-X B: **switch-document** - Switches to named document. Name may either be the complete name or the last path component of a path name.

Ctrl-X Bracketleft: **start-of-document** - Move cursor to start of document

Ctrl-X Bracketright: **end-of-document** - Move cursor to end of document

Ctrl-X Ctrl-C: **quit** - Quit the application.

Ctrl-X Ctrl-F: **open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

Ctrl-X Ctrl-O: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Ctrl-X Ctrl-S: **save** - Save active document. Also close it if close is True.

Ctrl-X Ctrl-T: **swap-lines(previous=True)** - Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True.

Ctrl-X Ctrl-W: **write-file** - Write current file to a new location, optionally omitting all but the lines in the given range. The editor is changed to point to the new location when follow is True. If follow is 'untitled' then the editor is changed to point to the new location only if starting with an untitled buffer and saving the whole file. Note that the editor contents will be truncated to the given start/end lines when follow is True.

Ctrl-X Ctrl-X: **exchange-point-and-mark** - When currently marking text, this exchanges the current position and mark ends of the current selection

Ctrl-X D: **recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

Ctrl-X E: **execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

Ctrl-X G: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Ctrl-X I: **insert-file** - Insert a file at current cursor position, prompting user for file selection

Ctrl-X K: **kill-buffer** - Close the current text file

Ctrl-X L C: **use-lexer-cpp** - Force syntax highlighting for C/C++ source

Ctrl-X L H: **use-lexer-html** - Force syntax highlighting for HTML

Ctrl-X L M: **use-lexer-makefile** - Force syntax highlighting for make files

Ctrl-X L N: **use-lexer-none** - Use no syntax highlighting

Ctrl-X L P: **use-lexer-python** - Force syntax highlighting for Python source

Ctrl-X L S: **use-lexer-sql** - Force syntax highlighting for SQL

Ctrl-X L X: **use-lexer-Xml**

Ctrl-X N: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-X O: **move-editor-focus** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Ctrl-X P: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-X R B: **goto-bookmark** - Goto named bookmark

Ctrl-X R M: **set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Ctrl-X R Return: **show-bookmarks** - Show a list of all currently defined bookmarks

Ctrl-X R T: **toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default.

Ctrl-X Space: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Ctrl-X U: **undo** - Undo last action

Ctrl-X parenleft: **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

Ctrl-X parenright: **stop-kbd-macro** - Stop definition of a keyboard macro

Ctrl-Y: Multiple commands (first available is executed):

- **yank-line** - Yank contents of kill buffer created with kill-line into the edit buffer
- **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Ctrl-parenleft: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-parenright: **batch-replace** - Display search and replace in files tool.

Ctrl-underscore: **undo** - Undo last action

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

Esc X: **command-by-name** - Execute given command by name, collecting any args as needed

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area

- **minimize-horizontal-tools** - Minimize the horizontal tool area

F11: **frame-up** - Move up the current debug stack

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F6: **step-over** - Step over current execution point

F7: **step-into** - Step into current execution point, or start debugging at first line

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Insert: **toggle-overtype** - Toggle status of overtyping mode

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Next: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-N: **diff-next**

Shift-Alt-P: **diff-previous**

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in

same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **find-points-of-use**

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-Home: **beginning-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line, adjusting the selection range to the new position. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry, extending the selection

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

13.3. VI/VIM Personality

This section documents all the default key bindings for the **VI/VIM** keyboard personality, set by the **Personality** preference.

Alt-1: **fold-python-methods**

Alt-2: **fold-python-classes**

Alt-3: **fold-python-classes-and-defs**

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-F11: **prev-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F6: **run-failed-tests**

Alt-F7: **run-last-tests**

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Browse-!: **filter-next-move** - Filter the lines covered by the next cursor move command through an external command and replace the lines with the result

Browse-": **set-register** - Set the register to use for subsequent cut/copy/paste operations

Browse-#: **isearch-sel-backward(persist=0, whole_word=1)** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Browse-$: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

Browse-%: **goto-percent-line(cursor="fnb")** - Position cursor at start of line at given percent in file. This uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character, or in VI mode it will do brace matching operation to reflect how VI overrides this command.

Browse-&: **repeat-replace** - Repeat the last query replace or range replace operation on the current line. The first match is replaced without confirmation.

Browse-+: **next-line-in-file(cursor="fnb")** - Move to next line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-,: **repeat-search-char(opposite=1)** - Repeat the last search_char operation, optionally in the opposite direction.

Browse-.: **repeat-command** - Repeat the last editor command

Browse-/: **isearch-forward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string.

Browse-0: **beginning-of-line(toggle=0)** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

Browse-1: **initiate-numeric-modifier(digit=1)** - VI style repeat/numeric modifier for following command

Browse-2: **initiate-numeric-modifier(digit=2)** - VI style repeat/numeric modifier for following command

Browse-3: **initiate-numeric-modifier(digit=3)** - VI style repeat/numeric modifier for following command

Browse-4: **initiate-numeric-modifier(digit=4)** - VI style repeat/numeric modifier for following command

Browse-5: **initiate-numeric-modifier(digit=5)** - VI style repeat/numeric modifier for following command

Browse-6: **initiate-numeric-modifier(digit=6)** - VI style repeat/numeric modifier for following command

Browse-7: **initiate-numeric-modifier(digit=7)** - VI style repeat/numeric modifier for following command

Browse-8: **initiate-numeric-modifier(digit=8)** - VI style repeat/numeric modifier for following command

Browse-9: **initiate-numeric-modifier(digit=9)** - VI style repeat/numeric modifier for following command

Browse-;: **repeat-search-char** - Repeat the last search_char operation, optionally in the opposite direction.

Browse-<: **outdent-next-move** - Outdent lines spanned by next cursor move

Browse-=: **indent-to-match-next-move** - Indent lines spanned by next cursor move to match, based on the preceding line

Browse->: **indent-next-move** - Indent lines spanned by next cursor move

Browse-?: **isearch-backward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string.

Browse-@: **execute-kbd-macro(register=None)** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

Browse-A: **enter-insert-mode(pos="after")** - Enter editor insert mode

Browse-Apostrophe: **vi-goto-bookmark** - Goto bookmark using single character name defined by the next pressed key

Browse-BackSpace: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Browse-Ctrl-B: **backward-page** - Move cursor backward one page

Browse-Ctrl-C: **vi-ctrl-c**

Browse-Ctrl-D: **scroll-text-down(repeat=0.5)** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Browse-Ctrl-E: **scroll-text-down(move_cursor=False)** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Browse-Ctrl-F: **forward-page** - Move cursor forward one page

Browse-Ctrl-I: **visit-history-next** - Move forward in history to next visited editor position

Browse-Ctrl-J: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-Ctrl-M: **next-line-in-file(cursor="fnb")** - Move to next line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-Ctrl-N: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-Ctrl-O: **visit-history-previous** - Move back in history to previous visited editor position

Browse-Ctrl-P: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-Ctrl-Q: **start-select-block** - Turn on auto-select block mode

Browse-Ctrl-R: **redo** - Redo last action

Browse-Ctrl-Shift-O: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Browse-Ctrl-Shift-T: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Browse-Ctrl-U: **scroll-text-up(repeat=0.5)** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Browse-Ctrl-V: **vi-ctrl-v**

Browse-Ctrl-W Browse-+: **grow-split-vertically** - Increase height of this split

Browse-Ctrl-W Browse-Ctrl-W: **move-editor-focus** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Browse-Ctrl-W Browse-Ctrl-^: **vi-split-edit-alternate**

Browse-Ctrl-W Browse-Down: **move-editor-focus(wrap=False)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Browse-Ctrl-W Browse-Minus: **shrink-split-vertically** - Decrease height of this split

Browse-Ctrl-W Browse-Up: **move-editor-focus(dir=-1, wrap=False)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Browse-Ctrl-W Browse-W: **move-editor-focus(dir=-1)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Browse-Ctrl-W Browse-b: **move-editor-focus-last** - Move focus to last editor split

Browse-Ctrl-W Browse-c: **unsplit(action="recent-or-close")** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

NOTE: The parameters for this command are subject to change in the future.

Browse-Ctrl-W Browse-j: **move-editor-focus(wrap=False)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Browse-Ctrl-W Browse-k: **move-editor-focus(dir=-1, wrap=False)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

Browse-Ctrl-W Browse-n: **split-vertically(new=1)** - Split current view vertically. Create new editor in new view when new==1.

Browse-Ctrl-W Browse-o: **unsplit** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

NOTE: The parameters for this command are subject to change in the future.

Browse-Ctrl-W Browse-p: **move-editor-focus-previous** - Move focus to previous editor split

Browse-Ctrl-W Browse-q: Multiple commands (first available is executed):

- **unsplit(action="close")** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

  ```
  current -- Show current editor
  close   -- Close current editor before unsplitting
  recent  -- Change to recent buffer before unsplitting
  recent-or-close -- Change to recent buffer before closing
  split, or close the current buffer if there is only
  one split left.
  ```

  NOTE: The parameters for this command are subject to change in the future.
- **close(close_window=1)** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Browse-Ctrl-W Browse-s: **split-vertically** - Split current view vertically. Create new editor in new view when new==1.

Browse-Ctrl-W Browse-t: **move-editor-focus-first** - Move focus to first editor split

Browse-Ctrl-W Browse-v: **split-horizontally** - Split current view horizontally.

Browse-Ctrl-X: **vi-ctrl-x**

Browse-Ctrl-Y: **scroll-text-up(move_cursor=False)** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Browse-Ctrl-^: **nth-document** - Move to the nth document alphabetically in the list of documents open in the current window

Browse-Ctrl-h: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Browse-Esc: **clear-move-command** - Clear any pending move command action, as for VI mode

Browse-F: **search-char(dir=1, single_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single_line=1 to search only within the current line.

Browse-G Browse-Shift-I: **enter-insert-mode(pos="sol")** - Enter editor insert mode

Browse-Grave: **vi-goto-bookmark** - Goto bookmark using single character name defined by the next pressed key

Browse-I: **enter-insert-mode(pos="before")** - Enter editor insert mode

Browse-Insert: **enter-insert-mode(pos="before")** - Enter editor insert mode

Browse-Minus: **previous-line-in-file(cursor="fnb")** - Move to previous line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-O: **enter-insert-mode(pos="new-below")** - Enter editor insert mode

Browse-Return: **next-line(cursor="start")** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-Shift-A: **enter-insert-mode(pos="eol")** - Enter editor insert mode

Browse-Shift-B: **backward-word(delimiters=" tnr")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide

a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Browse-Shift-C: **delete-to-end-of-line-insert** - Delete everything between the cursor and end of line and enter insert move (when working in a modal editor key binding)

Browse-Shift-D: **delete-to-end-of-line(post_offset=-1)** - Delete everything between the cursor and end of line

Browse-Shift-E: **forward-word(delimiters=" tnr", gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Browse-Shift-F: **search-char(dir=-1, single_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single_line=1 to search only within the current line.

Browse-Shift-G: **goto-nth-line-default-end(cursor="fnb")** - Same as goto_nth_line but defaults to end of file if no lineno is given

Browse-Shift-H: **cursor-move-to-top** - Move cursor to top of display (without scrolling), optionally at an offset of given number of lines below top

Browse-Shift-I: **enter-insert-mode(pos="fnb")** - Enter editor insert mode

Browse-Shift-J: **join-lines** - Join together specified number of lines after current line (replace newlines with the given delimiter (single space by default)

Browse-Shift-L: **cursor-move-to-bottom** - Move cursor to bottom of display (without scrolling), optionally at an offset of given number of lines before bottom

Browse-Shift-M: **cursor-move-to-center** - Move cursor to center of display (without scrolling)

Browse-Shift-N: **isearch-repeat(reverse=1)** - Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True.

Browse-Shift-O: **enter-insert-mode(pos="new-above")** - Enter editor insert mode

Browse-Shift-P: **paste-register(pos=-1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to

match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

Browse-Shift-R: **enter-replace-mode** - Enter editor replace mode

Browse-Shift-S: **delete-line-insert** - Delete the current line or lines when the selection spans multiple lines or given repeat is > 1. Enters insert mode (when working with modal key bindings).

Browse-Shift-T: **search-char(dir=-1, pos=1, single_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single_line=1 to search only within the current line.

Browse-Shift-V: **start-select-line** - Turn on auto-select mode line by line

Browse-Shift-W: **forward-word(delimiters=" tnr")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Browse-Shift-Y: **move-to-register(unit="line")** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

Browse-Shift-Z Browse-Shift-Q: **close(ignore_changes=1, close_window=1)** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Browse-Shift-Z Browse-Shift-Z: **write-file-and-close(filename=None)** - Write current document to given location and close it. Saves to current file name if the given filename is None.

Browse-Shift-x: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Browse-Space: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Browse-T: **search-char(dir=1, pos=1, single_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos

characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single_line=1 to search only within the current line.

Browse-Underscore: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Browse-[Browse-p: **paste-register(pos=-1, indent=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

Browse-*: **isearch-sel-forward(persist=0, whole_word=1)** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Browse-] Browse-p: **paste-register(indent=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

Browse-^: **beginning-of-line-text(toggle=0)** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Browse-b: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Browse-c: **delete-next-move-insert** - Delete the text covered by the next cursor move command and then enter insert mode (when working in a modal editor key binding)

Browse-colon: **vi-command-by-name** - Execute a VI command (implements ":" commands from VI)

Browse-d: **delete-next-move** - Delete the text covered by the next cursor move command.

Browse-e: **forward-word(gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Browse-g Browse-$: **end-of-screen-line** - Move to end of current wrapped line

Browse-g Browse-0: **beginning-of-screen-line** - Move to beginning of current wrapped line

Browse-g Browse-Shift-D: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

Browse-g Browse-Shift-E: **backward-word(delimiters=" tnr", gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Browse-g Browse-Shift-J: **join-lines(delim="")** - Join together specified number of lines after current line (replace newlines with the given delimiter (single space by default)

Browse-g Browse-Shift-P: **paste-register(pos=-1, cursor=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

Browse-g Browse-Shift-T: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Browse-g Browse-Shift-U: **case-upper-next-move** - Change case of text spanned by next cursor movement to upper case

Browse-g Browse-T: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Browse-g Browse-^: **beginning-of-screen-line-text** - Move to first non-blank character at beginning of current wrapped line

Browse-g Browse-d: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

Browse-g Browse-e: **backward-word(gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Browse-g Browse-g: **goto-nth-line(cursor="fnb")** - Position cursor at start of given line number (1=first, -1 = last). This differs from goto-line in that it never prompts for a line number but instead uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character.

Browse-g Browse-j: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-g Browse-k: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-g Browse-m: **middle-of-screen-line** - Move to middle of current wrapped line

Browse-g Browse-p: **paste-register(cursor=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

Browse-g Browse-q Browse-q: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Browse-g Browse-r: **replace-char(line_mode="extend")** - Replace num characters with given character. Set line_mode to multiline to allow replacing across lines, extend

to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position.

Browse-g Browse-u: **case-lower-next-move** - Change case of text spanned by next cursor movement to lower case

Browse-g Browse-v: **previous-select** - Turn on auto-select using previous mode and selection

Browse-g Browse-~: **case-swap-next-move** - Change case of text spanned by next cursor movement so each letter is the opposite of its current case

Browse-h: **backward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Browse-j: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-k: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Browse-l: **forward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Browse-m: **vi-set-bookmark** - Set a bookmark at current location on the editor using the next key press as the name of the bookmark.

Browse-n: **isearch-repeat** - Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True.

Browse-p: **paste-register** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

Browse-q: Multiple commands (first available is executed):

- **start-kbd-macro(register=None)** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

- **stop-kbd-macro** - Stop definition of a keyboard macro

Browse-r: **replace-char(line_mode="restrict")** - Replace num characters with given character. Set line_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position.

Browse-s: **forward-delete-char-insert** - Delete one char in front of the cursor and enter insert mode (when working in modal key bindings)

Browse-u: **undo** - Undo last action

Browse-v: **start-select-char** - Turn on auto-select mode character by character

Browse-w: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Browse-x: **forward-delete-char-within-line** - Delete one character in front of the cursor unless at end of line, in which case delete backward. Do nothing if the line is empty. This is VI style 'x' in browser mode.

Browse-y: **move-to-register-next-move** - Move the text spanned by the next cursor motion to a register

Browse-z Browse-.: **center-cursor** - Scroll so cursor is centered on display

Browse-z Browse-Minus: **cursor-to-bottom** - Scroll so cursor is centered at bottom of display

Browse-z Browse-Plus: **cursor-to-top** - Scroll so cursor is centered at top of display

Browse-z Browse-Return: **cursor-to-top** - Scroll so cursor is centered at top of display

Browse-z Browse-Shift-H: **scroll-text-right(repeat=0.5)** - Scroll text right a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

Browse-z Browse-Shift-L: **scroll-text-left(repeat=0.5)** - Scroll text left a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

Browse-z Browse-Shift-M: **fold-collapse-all** - Collapse all fold points in the current file

Browse-z Browse-Shift-O: **fold-expand-all-current** - Expand the current fold point completely

Browse-z Browse-Shift-R: **fold-expand-all** - Expand all fold points in the current file

Browse-z Browse-b: **cursor-to-bottom** - Scroll so cursor is centered at bottom of display

Browse-z Browse-c: **fold-collapse-current** - Collapse the current fold point

Browse-z Browse-h: **scroll-text-right** - Scroll text right a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

Browse-z Browse-l: **scroll-text-left** - Scroll text left a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

Browse-z Browse-m: **vi-fold-less**

Browse-z Browse-o: **fold-expand-current** - Expand the current fold point

Browse-z Browse-r: **vi-fold-more**

Browse-z Browse-t: **cursor-to-top** - Scroll so cursor is centered at top of display

Browse-z Browse-z: **center-cursor** - Scroll so cursor is centered on display

Browse-{: **backward-paragraph** - Move cursor backward one paragraph (to next all-whitespace line).

Browse-|: **goto-column** - Move cursor to given column

Browse-}: **forward-paragraph** - Move cursor forward one paragraph (to next all-whitespace line).

Browse-~: **case-swap** - Change case of the current selection, or character ahead of the cursor if there is no selection, so each letter is the opposite of its current case

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Apostrophe: **enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Quotedbl: **enclose(start='"', end='")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-S: **save** - Save active document. Also close it if close is True.

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-F: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-G: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F11: **frame-up** - Move up the current debug stack

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F6: **step-over** - Step over current execution point

F7: **step-into** - Step into current execution point, or start debugging at first line

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Insert: **toggle-overtype** - Toggle status of overtyping mode

Insert-Ctrl-C: **vi-ctrl-c**

Insert-Ctrl-D: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Insert-Ctrl-H: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Insert-Ctrl-J: **new-line** - Place a new line at the current cursor position

Insert-Ctrl-M: **new-line** - Place a new line at the current cursor position

Insert-Ctrl-N: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Insert-Ctrl-O: **enter-browse-mode(provisional=True)** - Enter editor browse mode

Insert-Ctrl-P: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Insert-Ctrl-Q: **start-select-block** - Turn on auto-select block mode

Insert-Ctrl-T: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Insert-Ctrl-U: **delete-to-start-of-line** - Delete everything between the cursor and start of line

Insert-Ctrl-V: **vi-ctrl-v**

Insert-Ctrl-W: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Insert-Ctrl-X: **vi-ctrl-x**

Insert-Ctrl-[: **enter-browse-mode** - Enter editor browse mode

Insert-Esc: **enter-browse-mode** - Enter editor browse mode

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Left: **backward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Next: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Replace-Ctrl-C: **enter-browse-mode** - Enter editor browse mode

Replace-Ctrl-D: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Replace-Ctrl-H: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Replace-Ctrl-J: **new-line** - Place a new line at the current cursor position

Replace-Ctrl-M: **new-line** - Place a new line at the current cursor position

Replace-Ctrl-T: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Replace-Ctrl-U: **delete-to-start-of-line** - Delete everything between the cursor and start of line

Replace-Ctrl-W: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Replace-Ctrl-[: **enter-browse-mode** - Enter editor browse mode

Replace-Esc: **enter-browse-mode** - Enter editor browse mode

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Right: **forward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within

line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-N: **diff-next**

Shift-Alt-P: **diff-previous**

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Down: **forward-page** - Move cursor forward one page

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **find-points-of-use**

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Up: **backward-page** - Move cursor backward one page

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-!: **filter-selection** - Filter the current selection through an external command and replace the lines with the result

Visual-1: **initiate-numeric-modifier(digit=1)** - VI style repeat/numeric modifier for following command

Visual-2: **initiate-numeric-modifier(digit=2)** - VI style repeat/numeric modifier for following command

Visual-3: **initiate-numeric-modifier(digit=3)** - VI style repeat/numeric modifier for following command

Visual-4: **initiate-numeric-modifier(digit=4)** - VI style repeat/numeric modifier for following command

Visual-5: **initiate-numeric-modifier(digit=5)** - VI style repeat/numeric modifier for following command

Visual-6: **initiate-numeric-modifier(digit=6)** - VI style repeat/numeric modifier for following command

Visual-7: **initiate-numeric-modifier(digit=7)** - VI style repeat/numeric modifier for following command

Visual-8: **initiate-numeric-modifier(digit=8)** - VI style repeat/numeric modifier for following command

Visual-9: **initiate-numeric-modifier(digit=9)** - VI style repeat/numeric modifier for following command

Visual-<: **outdent-lines** - Outdent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to outdent more than one level at a time.

Visual->: **indent-lines** - Indent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to indent more than one level at a time.

Visual-Ctrl-V: **enter-browse-mode** - Enter editor browse mode

Visual-Ctrl-[: **exit-visual-mode** - Exit visual mode and return back to default mode

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

Visual-Shift-A: **enter-insert-mode(pos="after")** - Enter editor insert mode

Visual-Shift-I: **enter-insert-mode(pos="before")** - Enter editor insert mode

Visual-Shift-J: **join-selection** - Join together all lines in given selection (replace newlines with the given delimiter (single space by default)

Visual-Shift-O: **exchange-point-and-mark** - When currently marking text, this exchanges the current position and mark ends of the current selection

Visual-Shift-R: **enter-insert-mode(pos="delete-lines")** - Enter editor insert mode

Visual-Shift-V: **enter-browse-mode** - Enter editor browse mode

Visual-Shift-Y: **move-to-register(unit="line")** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

Visual-c: **enter-insert-mode(pos="delete-sel")** - Enter editor insert mode

Visual-colon: **vi-command-by-name** - Execute a VI command (implements ":" commands from VI)

Visual-d: **move-to-register(unit="sel", cut=1)** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

Visual-g Visual-Shift-J: **join-selection(delim="")** - Join together all lines in given selection (replace newlines with the given delimiter (single space by default)

Visual-g Visual-q: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Visual-o: **exchange-point-and-mark** - When currently marking text, this exchanges the current position and mark ends of the current selection

Visual-r: **replace-char** - Replace num characters with given character. Set line_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position.

Visual-s: **enter-insert-mode(pos="delete-sel")** - Enter editor insert mode

Visual-v: **enter-browse-mode** - Enter editor browse mode

Visual-x: **move-to-register(unit="sel", cut=1)** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

Visual-y: **move-to-register(unit="sel")** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

13.4. Visual Studio Personality

This section documents all the default key bindings for the **Visual Studio** keyboard personality, set by the **Personality** preference.

Alt-1: **fold-python-methods**

Alt-2: **fold-python-classes**

Alt-3: **fold-python-classes-and-defs**

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-F11: **prev-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F6: **run-failed-tests**

Alt-F7: **run-last-tests**

Alt-F7: **view-project-properties** - View or change project-wide properties

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

Alt-comma: **query-replace** - Initiate incremental mini-search query/replace from the cursor position.

Alt-period: **replace-string** - Replace all occurrences of a string from the cursor position to end of file.

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-0: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-7 C: **use-lexer-cpp** - Force syntax highlighting for C/C++ source

Ctrl-7 H: **use-lexer-html** - Force syntax highlighting for HTML

Ctrl-7 M: **use-lexer-makefile** - Force syntax highlighting for make files

Ctrl-7 N: **use-lexer-none** - Use no syntax highlighting

Ctrl-7 P: **use-lexer-python** - Force syntax highlighting for Python source

Ctrl-7 S: **use-lexer-sql** - Force syntax highlighting for SQL

Ctrl-7 X: **use-lexer-xml** - Force syntax highlighting for XML files

Ctrl-8: **recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

Ctrl-9: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-A: **select-all** - Select all text in the editor

Ctrl-Alt-B: **search-sel-backward** - Search backward using current selection

Ctrl-Alt-Comma: **query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-F: **search-sel-forward** - Search forward using current selection

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-G: **goto-bookmark** - Goto named bookmark

Ctrl-Alt-K: **show-bookmarks** - Show a list of all currently defined bookmarks

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-M: **set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-T: **toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-period: **replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

Ctrl-Apostrophe: **enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-B: **isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as

the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-C: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Comma: **next-window** - Switch to the next window alphabetically by title

Ctrl-D: **toolbar-search-focus** - Move focus to toolbar search entry.

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-E: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-F: **search** - Bring up the search manager in search mode.

Ctrl-F10: **debug-to-cursor**

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-G: **goto-line** - Position cursor at start of given line number

Ctrl-H: **replace** - Bring up the search manager in replace mode.

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-I: **isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-J: **show-autocompleter** - Show the auto-completer for current cursor position

Ctrl-K Ctrl-C: **comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

Ctrl-K Ctrl-F: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Ctrl-K Ctrl-K: **toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default.

Ctrl-K Ctrl-N: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-K Ctrl-O: **open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

Ctrl-K Ctrl-P: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-K Ctrl-S: **switch-document** - Switches to named document. Name may either be the complete name or the last path component of a path name.

Ctrl-K Ctrl-T: **comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used.

Ctrl-K Ctrl-U: **uncomment-out-region** - Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting.

Ctrl-L: **cut-line** - Cut the current line(s) to clipboard.

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-M: **execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

Ctrl-Minus: **visit-history-previous** - Move back in history to previous visited editor position

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-N: **new-file** - Create a new file

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-O: **open-gui** - Open a file from disk, prompting with file selection dialog if necessary

Ctrl-P: **print-view** - Print active editor document

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Q: **quit** - Quit the application.

Ctrl-Quotedbl: **enclose(start='"', end='"')** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-R: **replace** - Bring up the search manager in replace mode.

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-S: **save** - Save active document. Also close it if close is True.

Ctrl-Shift-B: **isearch-sel-backward** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of

screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-F: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-G: **search-backward** - Search again using the search manager's current settings in backward direction

Ctrl-Shift-H: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-O: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-R: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-S: **save-all** - Save all unsaved items, prompting for names for any new items that don't have a filename already.

Ctrl-Shift-T: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-U: **case-upper** - Change case of the current selection, or character ahead of the cursor if there is no selection, to upper case

Ctrl-Shift-U: **isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Slash: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-U: **case-lower** - Change case of the current selection, or character ahead of the cursor if there is no selection, to lower case

Ctrl-Underscore: **visit-history-next** - Move forward in history to next visited editor position

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Ctrl-V: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Ctrl-W: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-X: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Y: **redo** - Redo last action

Ctrl-Z: **undo** - Undo last action

Ctrl-]: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-greater: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to

unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-less: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-parenleft: **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

Ctrl-parenright: **stop-kbd-macro** - Stop definition of a keyboard macro

Ctrl-space: **show-autocompleter** - Show the auto-completer for current cursor position

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F10: **step-over** - Step over current execution point

F11: **frame-up** - Move up the current debug stack

F11: **step-into** - Step into current execution point, or start debugging at first line

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F6: **step-over** - Step over current execution point

F7: **step-into** - Step into current execution point, or start debugging at first line

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Insert: **toggle-overtype** - Toggle status of overtyping mode

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Next: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-N: **diff-next**

Shift-Alt-P: **diff-previous**

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Delete: **cut-selection-or-line** - Cut the current selection or current line if there is no selection. The text is placed on the clipboard.

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F11: **step-out** - Step out of the current function or method

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **find-points-of-use**

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F5: **debug-kill** - Stop debugging

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

13.5. OS X Personality

This section documents all the default key bindings for the **OS X** keyboard personality, set by the **Personality** preference.

Alt-Down: **next-line(cursor="end")** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Alt-Up: **previous-line(cursor="start")** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Backspace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Command-0: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Command-1: **activate-file-option-menu** - Activate the file menu for the editor.

Command-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Command-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Command-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Command-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Command-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Command-7 C: **use-lexer-cpp** - Force syntax highlighting for C/C++ source

Command-7 H: **use-lexer-html** - Force syntax highlighting for HTML

Command-7 M: **use-lexer-makefile** - Force syntax highlighting for make files

Command-7 N: **use-lexer-none** - Use no syntax highlighting

Command-7 P: **use-lexer-python** - Force syntax highlighting for Python source

Command-7 S: **use-lexer-sql** - Force syntax highlighting for SQL

Command-7 X: **use-lexer-xml** - Force syntax highlighting for XML files

Command-8: **recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

Command-9: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Command-A: **select-all** - Select all text in the editor

Command-Alt-Minus: **fold-python-methods**

Command-Apostrophe: **comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

Command-Asterisk: **fold-expand-all-current** - Expand the current fold point completely

Command-B: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Command-Backslash: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Command-Bracketleft: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Command-Bracketright: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Command-C: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Command-Comma: **show-preferences-gui** - Edit the preferences file using the preferences GUI, optionally opening to the section that contains the given preference by name

Command-Ctrl-Asterisk: **fold-expand-all** - Expand all fold points in the current file

Command-Ctrl-Minus: **fold-collapse-all** - Collapse all fold points in the current file

Command-Ctrl-R: **replace-and-search** - Replace current selection and search again.

Command-Ctrl-Slash: **fold-python-classes**

Command-D: **set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Command-Down: **end-of-document** - Move cursor to end of document

Command-E: **search-sel-forward** - Search forward using current selection

Command-Equal: **fold-python-classes-and-defs**

Command-F: **search** - Bring up the search manager in search mode.

Command-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Command-F3: **search-sel-forward** - Search forward using current selection

Command-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Command-F5: **debug-kill** - Stop debugging

Command-F8: **start-select-line** - Turn on auto-select mode line by line

Command-F9: **break-clear-all** - Clear all breakpoints

Command-G: **search-forward** - Search again using the search manager's current settings in forward direction

Command-H: **toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default.

Command-I: **view-file-properties** - View project properties for a particular file (current file if none is given)

Command-J: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Command-L: **goto-line** - Position cursor at start of given line number

Command-Left: **beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

Command-M: **execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

Command-Minus: **fold-collapse-all-current** - Collapse the current fold point completely

Command-N: **new-file** - Create a new file

Command-O: **open-gui** - Open a file from disk, prompting with file selection dialog if necessary

Command-Option-F6: **debug-failed-tests**

Command-Option-F7: **debug-last-tests**

Command-P: **print-view** - Print active editor document

Command-Plus: **fold-expand-more-current** - Expand the current fold point one more level

Command-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Command-Q: **quit** - Quit the application.

Command-Question: **show-document** - Show the given documentation section

Command-Quotedbl: **uncomment-out-region** - Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting.

Command-R: **replace** - Bring up the search manager in replace mode.

Command-Return: **new-line** - Place a new line at the current cursor position

Command-Right: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

Command-S: **save** - Save active document. Also close it if close is True.

Command-Semicolon: **comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used.

Command-Shift-D: **goto-bookmark** - Goto named bookmark

Command-Shift-Down: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Command-Shift-F: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Command-Shift-F3: **search-sel-backward** - Search backward using current selection

Command-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Command-Shift-F6: **debug-all-tests**

Command-Shift-F7: **debug-current-tests**

Command-Shift-G: **search-backward** - Search again using the search manager's current settings in backward direction

Command-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Command-Shift-K: **show-bookmarks** - Show a list of all currently defined bookmarks

Command-Shift-Left: **beginning-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line, adjusting the selection range to the new position. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry, extending the selection

Command-Shift-O: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Command-Shift-R: **batch-replace** - Display search and replace in files tool.

Command-Shift-Right: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Command-Shift-S: **save-as** - Save active document to a new file

Command-Shift-T: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Command-Shift-U: **isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

Command-Shift-Up: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Command-Shift-W: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Command-Shift-Z: **redo** - Redo last action

Command-Slash: **fold-toggle** - Toggle the current fold point

Command-T: **search** - Bring up the search manager in search mode.

Command-U: **isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

Command-Underscore: **fold-collapse-more-current** - Collapse the current fold point one more level

Command-Up: **start-of-document** - Move cursor to start of document

Command-V: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Command-W: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Command-X: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Command-Z: **undo** - Undo last action

Command-parenleft: **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

Command-parenright: **stop-kbd-macro** - Stop definition of a keyboard macro

Command-period: **debug-kill** - Stop debugging

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-Comma: **visit-history-previous** - Move back in history to previous visited editor position

Ctrl-Down: **forward-page** - Move cursor forward one page

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Left: **backward-word(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-Option-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Option-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Ctrl-Option-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Ctrl-Option-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Ctrl-Option-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Ctrl-Period: **visit-history-next** - Move forward in history to next visited editor position

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-R: **query-replace** - Initiate incremental mini-search query/replace from the cursor position.

Ctrl-Return: **new-line** - Place a new line at the current cursor position

Ctrl-Right: **forward-word(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-Shift-Left:
backward-word-extend(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn") - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Right:
forward-word-extend(delimiters="_`~!@#$%^&*()+-={}[]\|;:'",.<>/? trn") - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Up: **backward-page** - Move cursor backward one page

Ctrl-a: **beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

Ctrl-b: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Ctrl-d: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Ctrl-e: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

Ctrl-f: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Ctrl-h: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-k: **kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

Ctrl-n: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Ctrl-p: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Ctrl-space: **show-autocompleter** - Show the auto-completer for current cursor position

Ctrl-v: **forward-page** - Move cursor forward one page

Ctrl-y: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **scroll-to-end** - Scroll to the end of the text in the editor. Set move_caret to control whether the caret is moved.

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F11: **frame-up** - Move up the current debug stack

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F6: **step-over** - Step over current execution point

F7: **step-into** - Step into current execution point, or start debugging at first line

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **scroll-to-start** - Scroll to the top of the text in the editor. Set move_caret to control whether the the caret is moved.

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Option-Backspace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Option-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Option-F3: **search** - Bring up the search manager in search mode.

Option-F4: **close-window** - Close the current window and all documents and panels in it

Option-F6: **run-failed-tests**

Option-F7: **run-last-tests**

Option-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Option-Page_Down: **forward-page** - Move cursor forward one page

Option-Page_Up: **backward-page** - Move cursor backward one page

Option-Return: **new-line** - Place a new line at the current cursor position

Option-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Option-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Option-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Option-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-Down: **next-line-extend(cursor="xcode")** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-Alt-Up: **previous-line-extend(cursor="xcode")** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-Backspace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Command-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **new-document-window** - Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels)

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line** - Place a new line at the current cursor position

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

13.6. Eclipse Personality

This section documents all the default key bindings for the **Eclipse** keyboard personality, set by the **Personality** preference.

Alt-1: **fold-python-methods**

Alt-1: **fold-python-methods**

Alt-2: **fold-python-classes**

Alt-2: **fold-python-classes**

Alt-3: **fold-python-classes-and-defs**

Alt-3: **fold-python-classes-and-defs**

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-Down: **move-line-down(indent=True)** - Move the current line or lines up down line, optionally indenting to match the new position

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-Enter: **view-file-properties** - View project properties for a particular file (current file if none is given)

Alt-F11: **prev-points-of-use-match**

Alt-F11: **prev-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F6: **run-failed-tests**

Alt-F6: **run-failed-tests**

Alt-F7: **run-last-tests**

Alt-F7: **run-last-tests**

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-Shift-Down: **select-less** - Select less code; undoes the last select-more command

Alt-Shift-L: **introduce-variable**

Alt-Shift-Left: **previous-statement** - Select the previous statement. Will ignore indented statements under the current statements unless ignore_indented is False. Specify a count of more than 1 to go back multiple statements.

Alt-Shift-M: **extract-def**

Alt-Shift-O: **show_preferences_gui(prefname="edit.highlight-occurrences")**

Alt-Shift-R: **rename-symbol**

Alt-Shift-Right: **next-statement** - Select the next statement. Will ignore indented statements under the current statements unless ignore_indented is False. Specify a count of more than 1 to go forward multiple statements.

Alt-Shift-T: **show-panel(panel_type="refactoring")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab_focus is specified and is true; if grab_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (*) browser (**) batch-search (*) interactive-search source-assistant (**) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (**) debug-probe (**) debug-watch (**) debug-modules (**) python-shell messages (*) help indent (**) bookmarks (**) testing (**) open-files (*) os-command (**) snippets (**) diff (**) uses (**) refactoring (**) versioncontrol.svn (**) versioncontrol.hg (**) versioncontrol.git (**) versioncontrol.bzr (**) versioncontrol.cvs (**) versioncontrol.perforce (**)

(*) Wing Personal and Pro only (**) Wing Pro only

Alt-Shift-U: **show_preferences_gui(prefname="edit.highlight-occurrences")**

Alt-Shift-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Alt-Shift-V: **move-symbol**

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

Alt-Up: **move-line-up(indent=True)** - Move the current line or lines up one line, optionally indenting to match the new position

Alt-comma: **query-replace** - Initiate incremental mini-search query/replace from the cursor position.

Alt-period: **replace-string** - Replace all occurrences of a string from the cursor position to end of file.

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-/: **comment-block-toggle**

Ctrl-0: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-7 C: **use-lexer-cpp** - Force syntax highlighting for C/C++ source

Ctrl-7 H: **use-lexer-html** - Force syntax highlighting for HTML

Ctrl-7 M: **use-lexer-makefile** - Force syntax highlighting for make files

Ctrl-7 N: **use-lexer-none** - Use no syntax highlighting

Ctrl-7 P: **use-lexer-python** - Force syntax highlighting for Python source

Ctrl-7 S: **use-lexer-sql** - Force syntax highlighting for SQL

Ctrl-7 X: **use-lexer-xml** - Force syntax highlighting for XML files

Ctrl-8: **recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

Ctrl-9: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-A: **select-all** - Select all text in the editor

Ctrl-Alt-B: **search-sel-backward** - Search backward using current selection

Ctrl-Alt-Comma: **query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

Ctrl-Alt-D: **evaluate-sel-in-debug-probe** - Evaluate the current selection from the editor within the Debug Probe tool. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

Ctrl-Alt-Down: **duplicate-line** - Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'.

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-E: **evaluate-sel-in-shell** - Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

Ctrl-Alt-F: **search-sel-forward** - Search forward using current selection

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-G: **goto-bookmark** - Goto named bookmark

Ctrl-Alt-K: **show-bookmarks** - Show a list of all currently defined bookmarks

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-M: **set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-T: **toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default.

Ctrl-Alt-Up: **duplicate-line-above** - Duplicate the current line or lines above the selection.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-V: **evaluate-file-in-shell** - Run the contents of the editor within the Python Shell

Ctrl-Alt-period: **replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

Ctrl-Apostrophe: **enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Apostrophe: **enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Asterisk: **fold-expand-all** - Expand all fold points in the current file

Ctrl-B: **isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-C: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Comma: **next-window** - Switch to the next window alphabetically by title

Ctrl-D: **delete-line** - Delete the current line or lines when the selection spans multiple lines or given repeat is > 1

Ctrl-D: **toolbar-search-focus** - Move focus to toolbar search entry.

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-E: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-E: **show-panel(panel_type="open-files")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab_focus is specified and is true; if grab_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (*) browser (**) batch-search (*) interactive-search source-assistant (**) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (**) debug-probe (**) debug-watch (**) debug-modules (**) python-shell messages (*) help indent (**) bookmarks (**) testing (**) open-files (*) os-command (**) snippets (**) diff (**) uses (**) refactoring (**) versioncontrol.svn (**) versioncontrol.hg (**) versioncontrol.git (**) versioncontrol.bzr (**) versioncontrol.cvs (**) versioncontrol.perforce (**)

(*) Wing Personal and Pro only (**) Wing Pro only

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-F: **search** - Bring up the search manager in search mode.

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F5: **run-to-cursor** - Run to current cursor position

Ctrl-F6: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-G: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-G: **search-forward** - Search again using the search manager's current settings in forward direction

Ctrl-H: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-H: **replace** - Bring up the search manager in replace mode.

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-I: **replace-and-search** - Replace current selection and search again.

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-J: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Ctrl-J: **isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

Ctrl-K: **open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

Ctrl-K: **search-forward** - Search again using the search manager's current settings in forward direction

Ctrl-L: **goto-line** - Position cursor at start of given line number

Ctrl-L: **goto-line** - Position cursor at start of given line number

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-M: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Ctrl-M: **execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

Ctrl-Minus: **fold-collapse-current** - Collapse the current fold point

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-N: **new-file** - Create a new file

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-O: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Ctrl-O: **open-gui** - Open a file from disk, prompting with file selection dialog if necessary

Ctrl-P: **print-view** - Print active editor document

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Period: **comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used.

Ctrl-Plus: **fold-expand-current** - Expand the current fold point

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Q: **quit** - Quit the application.

Ctrl-Q: **visit-history-previous** - Move back in history to previous visited editor position

Ctrl-Quotedbl: **enclose(start='"', end='")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quotedbl: **enclose(start='"', end='")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-R: **replace** - Bring up the search manager in replace mode.

Ctrl-R: **run-to-cursor** - Run to current cursor position

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-S: **save** - Save active document. Also close it if close is True.

Ctrl-Shift-B: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Ctrl-Shift-B: **isearch-sel-backward** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

Ctrl-Shift-C: **comment-block-toggle**

Ctrl-Shift-C: **delete-line** - Delete the current line or lines when the selection spans multiple lines or given repeat is > 1

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Down: **move-line-down** - Move the current line or lines up down line, optionally indenting to match the new position

Ctrl-Shift-Down: **next-scope** - Select the next scope. Specify a count of more than 1 to go forward multiple scopes. If sibling_only is true, move only to other scopes of the same parent.

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-E: **focus-current-editor** - Move focus back to the current editor, out of any tool, if there is an active editor.

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-Enter: **new-line-before** - Place a new line before the current line

Ctrl-Shift-F: **batch-search** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-Shift-F: **fill-paragraph** - Attempt to auto-justify the paragraph around the current start of selection

Ctrl-Shift-F2: **close-all** - Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit_current is True. Abandons changes rather than saving them when ignore_changes is True. Close empty window and quit if all document windows closed when close_window is True.

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F4: **close-all** - Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit_current is True. Abandons changes rather than saving them when ignore_changes is True. Close empty window and quit if all document windows closed when close_window is True.

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-G: **find-points-of-use**

Ctrl-Shift-G: **search-backward** - Search again using the search manager's current settings in backward direction

Ctrl-Shift-H: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-I: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Insert: **toggle-overtype** - Toggle status of overtyping mode

Ctrl-Shift-J: **isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

Ctrl-Shift-K: **search-backward** - Search again using the search manager's current settings in backward direction

Ctrl-Shift-L: **swap-lines** - Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True.

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-O: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Ctrl-Shift-P: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-R: **batch-replace** - Display search and replace in files tool.

Ctrl-Shift-R: **open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip_if_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-S: **save-all** - Save all unsaved items, prompting for names for any new items that don't have a filename already.

Ctrl-Shift-S: **save-as** - Save active document to a new file

Ctrl-Shift-Space: **show-panel(panel_type="source-assistant")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab_focus is specified and is true; if grab_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (*) browser (**) batch-search (*) interactive-search source-assistant (**) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (**) debug-probe (**) debug-watch (**) debug-modules (**) python-shell messages (*) help indent (**) bookmarks (**) testing (**) open-files (*) os-command (**) snippets (**) diff (**) uses (**) refactoring (**) versioncontrol.svn (**) versioncontrol.hg (**) versioncontrol.git (**) versioncontrol.bzr (**) versioncontrol.cvs (**) versioncontrol.perforce (**)

(*) Wing Personal and Pro only (**) Wing Pro only

Ctrl-Shift-T: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Ctrl-Shift-T: **find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-U: **batch-search(look_in="Current File")** - Search on current selection using the Search in Files tool. The look_in argument gets entered in the look in field if not None or ''. The current selection is put into the search field if it doesn't span multiple lines and either use_selection is true or there's nothing in the search field. The given search text is used instead, if provided

Ctrl-Shift-U: **isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

Ctrl-Shift-Up: **move-line-up** - Move the current line or lines up one line, optionally indenting to match the new position

Ctrl-Shift-Up: **previous-scope** - Select the previous scope. Specify a count of more than 1 to go backward multiple scopes. If sibling_only is true, move only to other scopes of the same parent.

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-V: **duplicate-line** - Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'.

Ctrl-Shift-W: **close-all** - Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit_current is True. Abandons changes rather than saving them when ignore_changes is True. Close empty window and quit if all document windows closed when close_window is True.

Ctrl-Shift-X: **lower-case**

Ctrl-Shift-Y: **duplicate-line-above** - Duplicate the current line or lines above the selection.

Ctrl-Shift-Y: **upper-case**

Ctrl-Slash: **comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

Ctrl-Slash: **fold-toggle** - Toggle the current fold point

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-U: **execute-file** - Execute the file at the given location or use the active view if loc is None.

Ctrl-U: **isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Ctrl-V: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Ctrl-W: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-X: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Y: **redo** - Redo last action

Ctrl-Z: **undo** - Undo last action

Ctrl-: **uncomment-out-region** - Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting.

Ctrl-]: **brace-match** - Match brace at current cursor position, selecting all text between the two and hilighting the braces

Ctrl-greater: **indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-less: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Ctrl-parenleft: **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

Ctrl-parenright: **stop-kbd-macro** - Stop definition of a keyboard macro

Ctrl-question: **uncomment-out-region** - Uncomment out the selected region if commented out. If one_level is True then each call removes only one level of commenting.

Ctrl-space: **show-autocompleter** - Show the auto-completer for current cursor position

Ctrl-|: **indent-lines(lines=1)** - Indent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to indent more than one level at a time.

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F11: **debug-continue** - Continue (or start) running, to next breakpoint

F11: **frame-up** - Move up the current debug stack

F11: **frame-up** - Move up the current debug stack

F12: **focus-current-editor** - Move focus back to the current editor, out of any tool, if there is an active editor.

F12: **frame-down** - Move down the current debug stack

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F4: **show-panel(panel_type="browser")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab_focus is specified and is true; if grab_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (*) browser (**) batch-search (*) interactive-search source-assistant (**) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (**) debug-probe (**) debug-watch (**) debug-modules (**) python-shell messages (*) help

indent (**) bookmarks (**) testing (**) open-files (*) os-command (**) snippets (**) diff (**) uses (**) refactoring (**) versioncontrol.svn (**) versioncontrol.hg (**) versioncontrol.git (**) versioncontrol.bzr (**) versioncontrol.cvs (**) versioncontrol.perforce (**)

(*) Wing Personal and Pro only (**) Wing Pro only

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F5: **step-into** - Step into current execution point, or start debugging at first line

F6: **step-over** - Step over current execution point

F6: **step-over** - Step over current execution point

F6: **step-over** - Step over current execution point

F7: **step-into** - Step into current execution point, or start debugging at first line

F7: **step-into** - Step into current execution point, or start debugging at first line

F7: **step-out** - Step out of the current function or method

F8: **debug-continue** - Continue (or start) running, to next breakpoint

F8: **step-out** - Step out of the current function or method

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

ISO_Left_Tab: **backward-tab** - Outdent line at current position

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Insert: **toggle-overtype** - Toggle status of overtyping mode

Insert: **toggle-overtype** - Toggle status of overtyping mode

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Next: **forward-page** - Move cursor forward one page

Next: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Page_Up: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Return: **new-line** - Place a new line at the current cursor position

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-N: **diff-next**

Shift-Alt-N: **diff-next**

Shift-Alt-P: **diff-previous**

Shift-Alt-P: **diff-previous**

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-Enter: **new-line-after** - Place a new line after the current line

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **find-points-of-use**

Shift-F4: **find-points-of-use**

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F6: **run-all-tests**

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F7: **run-current-tests**

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line

- **break-disable** - Disable the breakpoint on current line

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Tab: **outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

13.7. Brief Personality

This section documents all the default key bindings for the **Brief** keyboard personality, set by the **Personality** preference.

Alt-0: **set-bookmark(mark="0")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-1: **fold-python-methods**

Alt-1: **set-bookmark(mark="1")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-2: **fold-python-classes**

Alt-2: **set-bookmark(mark="2")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-3: **fold-python-classes-and-defs**

Alt-3: **set-bookmark(mark="3")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-4: **set-bookmark(mark="4")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-5: **set-bookmark(mark="5")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-6: **set-bookmark(mark="6")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-7: **set-bookmark(mark="7")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-8: **set-bookmark(mark="8")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-9: **set-bookmark(mark="9")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark.

Alt-A: **toggle-mark-command(select_right=2)**

Alt-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-C: **toggle-mark-command(style="block")**

Alt-D: **delete-selected-lines**

Alt-D: **kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

Alt-Delete: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Alt-Down: **fold-expand-more-current** - Expand the current fold point one more level

Alt-E: **open-gui** - Open a file from disk, prompting with file selection dialog if necessary

Alt-End: **fold-expand-all** - Expand all fold points in the current file

Alt-F11: **prev-points-of-use-match**

Alt-F12: **next-points-of-use-match**

Alt-F3: **search** - Bring up the search manager in search mode.

Alt-F4: **close-window** - Close the current window and all documents and panels in it

Alt-F5: **run-to-cursor** - Run to current cursor position

Alt-F5: **search-sel-backward** - Search backward using current selection

Alt-F6: **run-failed-tests**

Alt-F7: **run-last-tests**

Alt-G: **goto-line** - Position cursor at start of given line number

Alt-H: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

Alt-Home: **fold-collapse-all** - Collapse all fold points in the current file

Alt-I: **toggle-overtype** - Toggle status of overtyping mode

Alt-J: **show-bookmarks** - Show a list of all currently defined bookmarks

Alt-K: **kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

Alt-L: **toggle-mark-command(style="line")**

Alt-Left: **visit-history-previous** - Move back in history to previous visited editor position

Alt-M: **toggle-mark-command(select_right=1)**

Alt-Minus: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Alt-N: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Alt-Page_Down: **fold-expand-all-current** - Expand the current fold point completely

Alt-Page_Up: **fold-collapse-all-current** - Collapse the current fold point completely

Alt-R: **insert-file** - Insert a file at current cursor position, prompting user for file selection

Alt-Return: **new-line** - Place a new line at the current cursor position

Alt-Right: **visit-history-next** - Move forward in history to next visited editor position

Alt-S: **search** - Bring up the search manager in search mode.

Alt-Slash: **fold-toggle** - Toggle the current fold point

Alt-T: **replace** - Bring up the search manager in replace mode.

Alt-U: **undo** - Undo last action

Alt-Up: **fold-collapse-more-current** - Collapse the current fold point one more level

Alt-W: **save** - Save active document. Also close it if close is True.

Alt-X: **quit** - Quit the application.

BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Ctrl-1: **activate-file-option-menu** - Activate the file menu for the editor.

Ctrl-2: **activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

Ctrl-3: **activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

Ctrl-4: **activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

Ctrl-5: **activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

Ctrl-6: **activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

Ctrl-=: **indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

Ctrl-Alt-Down: **goto-next-bookmark(current_file_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-F6: **debug-failed-tests**

Ctrl-Alt-F7: **debug-last-tests**

Ctrl-Alt-Left: **goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Right: **goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Alt-Up: **goto-previous-bookmark(current_file_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current_file_only is True.

Ctrl-Apostrophe: **enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-BackSpace: **backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

Ctrl-Braceleft: **enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Bracketleft: **enclose(start="[", end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-C: **center-cursor** - Scroll so cursor is centered on display

Ctrl-C: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-D: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Delete: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Down: **select-less** - Select less code; undoes the last select-more command

Ctrl-E: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-End: **end-of-document** - Move cursor to end of document

Ctrl-F12: **command-by-name** - Execute given command by name, collecting any args as needed

Ctrl-F3: **search-sel-forward** - Search forward using current selection

Ctrl-F4: **close** - Close active document. Abandon any changes when ignore_changes is True. Close empty windows when close_window is true and quit if all document windows closed when can_quit is true.

Ctrl-F5: **debug-kill** - Stop debugging

Ctrl-F8: **start-select-line** - Turn on auto-select mode line by line

Ctrl-F9: **break-clear-all** - Clear all breakpoints

Ctrl-Home: **start-of-document** - Move cursor to start of document

Ctrl-Insert: **copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-K: **forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

Ctrl-Left: **backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

Ctrl-Less: **enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Minus: **kill-buffer** - Close the current text file

Ctrl-Minus: **zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

Ctrl-Next: **forward-page** - Move cursor forward one page

Ctrl-PageDown: **end-of-document** - Move cursor to end of document

Ctrl-PageUp: **beginning-of-document**

Ctrl-Page_Down: **next-document** - Move to the next document alphabetically in the list of documents open in the current window

Ctrl-Page_Up: **previous-document** - Move to the previous document alphabetically in the list of documents open in the current window

Ctrl-Parenleft: **enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Plus: **zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

Ctrl-Pointer_Button1: **goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on, optionally showing the definition in another split if one is available and other_split is True.

Ctrl-Prior: **backward-page** - Move cursor backward one page

Ctrl-Quotedbl: **enclose(start='"', end='"')** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

Ctrl-Quoteleft: **begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")** - Start moving between

documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-R: **initiate-repeat-4** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

Ctrl-Return: **new-line-after** - Place a new line after the current line

Ctrl-Right: **forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

Ctrl-Shift-Delete: **delete-lines**

Ctrl-Shift-Down: **scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-Shift-End: **end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

Ctrl-Shift-F3: **search-sel-backward** - Search backward using current selection

Ctrl-Shift-F5: **debug-stop** - Pause free-running execution at current program counter

Ctrl-Shift-F6: **debug-all-tests**

Ctrl-Shift-F7: **debug-current-tests**

Ctrl-Shift-F9: Multiple commands (first available is executed):

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

Ctrl-Shift-Home: **start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

Ctrl-Shift-I: **add-current-file-to-project** - Add the frontmost currently open file to project

Ctrl-Shift-ISO_Left_Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Left: **backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

Ctrl-Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Ctrl-Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Ctrl-Shift-Right: **forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

Ctrl-Shift-Tab: **begin-visited-document-cycle(move_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-Shift-Up: **scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

Ctrl-T: **forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

Ctrl-Tab: **begin-visited-document-cycle(move_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

Ctrl-U: **redo** - Redo last action

Ctrl-Up: **select-more** - Select more code on either the current line or larger multi-line blocks.

Ctrl-V: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Ctrl-X: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Ctrl-Z: **undo** - Undo last action

Delete: **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

Down: **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

End: **cursor-end**

End: **end-of-document** - Move cursor to end of document

End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

End End End: **end-of-document** - Move cursor to end of document

F1: Multiple commands (first available is executed):

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

F10: **command-by-name** - Execute given command by name, collecting any args as needed

F11: **frame-up** - Move up the current debug stack

F12: **frame-down** - Move down the current debug stack

F2: Multiple commands (first available is executed):

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

F3: **search-forward** - Search again using the search manager's current settings in forward direction

F3: **split-vertically** - Split current view vertically. Create new editor in new view when new==1.

F4: **goto-selected-symbol-defn** - Goto the definition of the selected source symbol, optionally showing the definition in another split if one is available and other_split is True.

F4: **unsplit** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

NOTE: The parameters for this command are subject to change in the future.

F5: **debug-continue** - Continue (or start) running, to next breakpoint

F5: **search** - Bring up the search manager in search mode.

F6: **replace** - Bring up the search manager in replace mode.

F6: **step-over** - Step over current execution point

F7: **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

F7: **step-into** - Step into current execution point, or start debugging at first line

F8: **execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

F8: **step-out** - Step out of the current function or method

F9: Multiple commands (first available is executed):

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

Home: **beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Home: **cursor-home**

Home: **start-of-document** - Move cursor to start of document

Home Home Home: **start-of-document** - Move cursor to start of document

ISO_Left_Tab: **backward-tab** - Outdent line at current position

Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Insert: **toggle-overtype** - Toggle status of overtyping mode

Left: **backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

Next: **forward-page** - Move cursor forward one page

Page_Down: **forward-page** - Move cursor forward one page

Page_Up: **backward-page** - Move cursor backward one page

Prior: **backward-page** - Move cursor backward one page

Return: **new-line** - Place a new line at the current cursor position

Right: **forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

Shift-Alt-A: **diff-merge-a-b**

Shift-Alt-B: **diff-merge-b-a**

Shift-Alt-Down: **next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-Alt-Left: **backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

Shift-Alt-N: **diff-next**

Shift-Alt-P: **diff-previous**

Shift-Alt-Right: **forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

Shift-Alt-Up: **previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Shift-BackSpace: **backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

Shift-Ctrl-F8: **start-select-block** - Turn on auto-select block mode

Shift-Delete: **cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

Shift-Down: **next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Shift-End: **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

Shift-End: **end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

Shift-F1: **move-focus** - Move the keyboard focus forward within the Window to the next editable area

Shift-F11: **frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

Shift-F2: Multiple commands (first available is executed):

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

Shift-F3: **search-backward** - Search again using the search manager's current settings in backward direction

Shift-F4: **find-points-of-use**

Shift-F5: **debug-file** - Start debugging the current file (rather than the main entry point)

Shift-F5: **search-forward** - Search again using the search manager's current settings in forward direction

Shift-F6: **replace-and-search** - Replace current selection and search again.

Shift-F6: **run-all-tests**

Shift-F7: **run-current-tests**

Shift-F7: **stop-kbd-macro** - Stop definition of a keyboard macro

Shift-F8: **start-select-char** - Turn on auto-select mode character by character

Shift-F9: Multiple commands (first available is executed):

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

Shift-Home: **beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

Shift-Home: **beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

Shift-Insert: **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

Shift-Left: **backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

Shift-Next: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Down: **forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

Shift-Page_Up: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Prior: **backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

Shift-Return: **new-line-before** - Place a new line before the current line

Shift-Right: **forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

Shift-Tab: **backward-tab** - Outdent line at current position

Shift-Up: **previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

Tab: **tab-key** - Implement the tab key, the action of which is configurable by preference

Up: **previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

Visual-Esc: **exit-visual-mode** - Exit visual mode and return back to default mode

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Notes

[1] The LGPL requires us to redistribute the source code for all libraries linked into Wing IDE. All of these modules are readily available on the internet. In some cases we may have modifications that have not yet been incorporated into the official versions; if you wish to obtain a copy of our version of the sources of any of these modules, please email us at info at wingware.com.

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